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Killer Instinct

Hot Combos
From the Pros

DONKEY KONG COUNTRY 2 DIDDY'S KONG QUEST

NP exclusive preview

IN-DEPTH

- Doom
- Castlevania: Dracula X
- Chrono Trigger
- The Mask

SEPTEMBER VOLUME 76
US $3.95 / CANADA $4.95

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SURVIVAL IS A NATURAL INSTINCT. SO IS CURIOSITY.

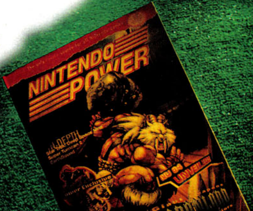
KILLER INSTINCT
Nintendo
PLAYER'S GUIDE

(Avail 9/1)

SPINAL
60
CINDER

Survival. Sure, it's a nice way to spend the day. But, it's also pretty boring. The excitement is out on the edge. In the land of the great unknown. And all you need to get there is a large dose of curiosity. But to assure a successful trip, it helps to have a few answers for the really tough questions. This is where *Nintendo Power*® magazine comes in quite handy. For a mere eighteen bucks* and a quick call to 1-800-255-3700, *Nintendo Power* can get you out of a jam and way beyond the high score. It's full of info about stuff like new games, new strategies, and tricked-out fighting moves. Subscribe now and you'll get a free Killer Instinct Player's Guide**, worth eleven stones, that tells you how to have even more fun with a bunch of sweet moves like double-hits, ultra combos, and combo finishers. More answers. More fun. More reasons than ever to send in this card. More. More. More.

COMBO
62
FULGORE
ULTRA



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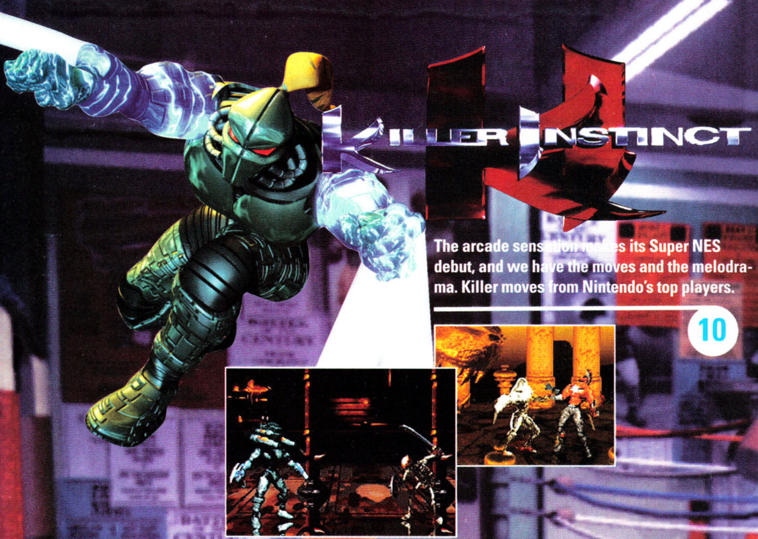
* Canadian residents pay $25.

** KI Player's Guide available September 1. Allow three weeks for delivery.



The arcade sensation makes its Super NES debut, and we have the moves and the melodrama. Killer moves from Nintendo's top players.

10

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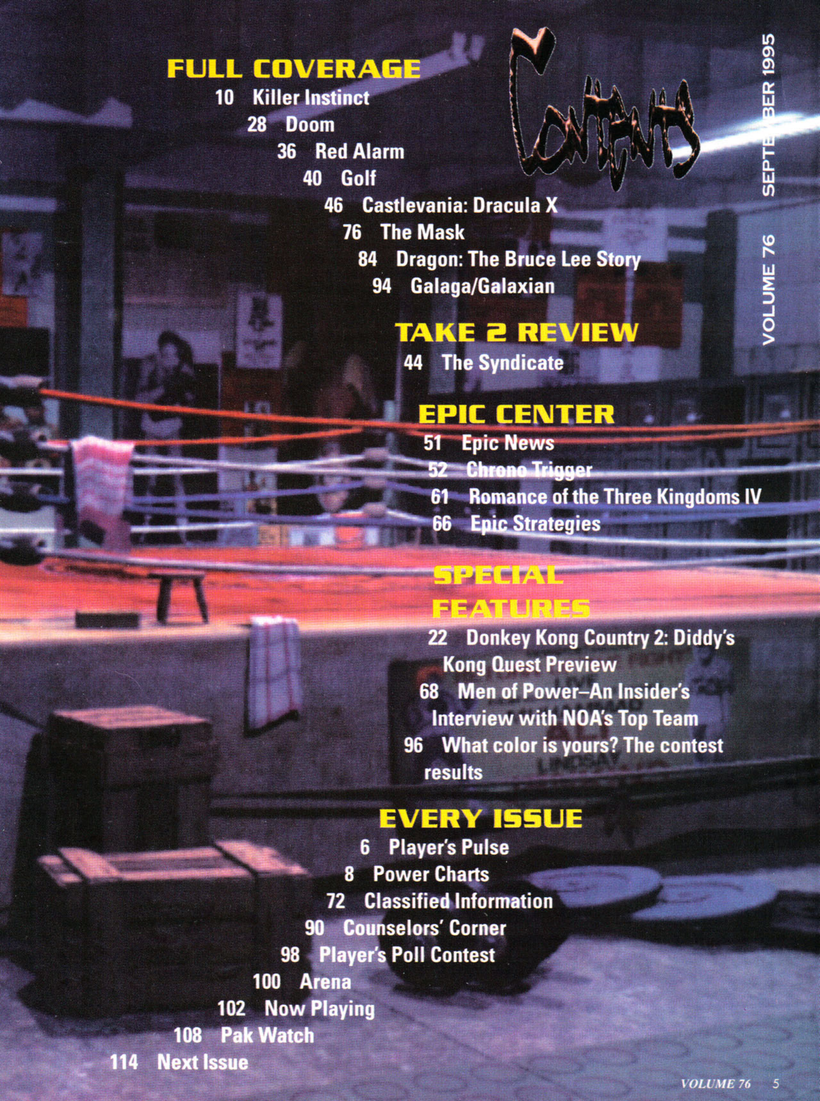
What's shakin' in Kremland? Get the inside scoop on development of Diddy's Kong Quest, the sequel to last fall's king of the jungle.

28

Doomsday is near! Now Super NES gamers can get in on the intrigue that has kept PC players rapt for endless hours.

46

The legend of the Belmonts lives in a new thriller for the Super NES, and fans of the Castlevania series will find it to be a haunting challenge.



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PLAYER'S PULSE

I've just read what Funky Kong wrote in Nintendo Power (Volume 74). I agree with him. Cranky is an old geezer and has no idea what he's talking about. Donkey Kong Country is one of the best games ever! It is truly one of a kind! Well, I've got to sweep the porch at Save Point.

CANDY KONG
VINE VALLEY, DKC

That proves it: two out of three gorillas prefer Donkey Kong Country!

Some people at my school think Sega is better than Nintendo! Come on people, who would buy a $400 system that is only 32-bit? The speed of its CD-ROM drive is as fast as that stupid hedgehog with no legs. I just know Nintendo is going to make Sega wet their pants with NU 64 and Virtual Boy. Thanks for making a product that is durable, inexpensive, easy to use and has graphics like I have never seen before.

MIKE PASCAL
LOUISVILLE, KY

I was shocked, no... flabbergasted about what I heard (or read) in the E^3 report in Volume 74. Will there be a Game Boy version of Killer Instinct? Will it make use of the Advanced Computer Modeling rendering technique? When will it be released? Will it have all ten characters? Is it too much to ask for you to put a picture in a future issue? I am sure it will break ground for the Game Boy in all categories.

BRETT SORRENTINO
AUBURN, NH

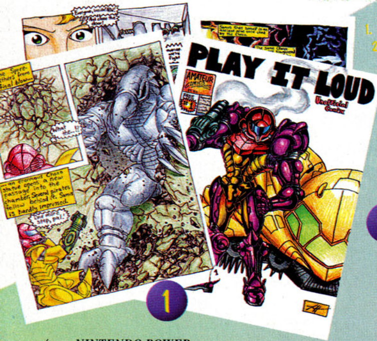
The wizards at Rare are hard at work on Game Boy KI even as you're reading this, Brett. They've managed to pack eight characters found in the arcade and SNES versions, Super Game Boy enhanced colors, a two-player option and great music into a 4-meg powerhouse. Will the characters be fully rendered? But of course! Look for this killer game in November!

We have just received Volume 73, and it was the best ever! As we were flipping through it, we saw something that shocked us so bad, we nearly fainted! Staring at us was the finest-lookin' video game system ever produced! Forget the Sega Saturn! We're talkin' about the NU 64, the best system ever! Everything we ever wanted in a video game system was right there. The four-player controller outlets for multi-player fun without an expensive adaptor, a beautiful black control deck, and, what's this? Cartridges! No CDs! YES!!! Thank you!

TREVOR AND STEVEN GREEN
WOODRIDGE, IL

ENVELOPE ART SHOWCASE

1. Tim Haldane - Mesa, AZ
2. Ryan Duell - East Hartford, CT
3. Jeffrey Cochran - Stockbridge, GA
4. Yijing Zhang - Waukesha, WI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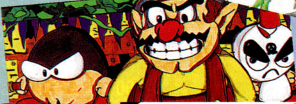
PLAY IT LOUD
Unofficial Comix
AMATEUR Comics
FREE #1
Samus finds herself in an ancient place once used by the Chozo.
...an enormous Chozo statue opens a new passage into the chamber. Several pirates follow behind it. Samus is hardly impressed.
What the...!?
One more step, pal!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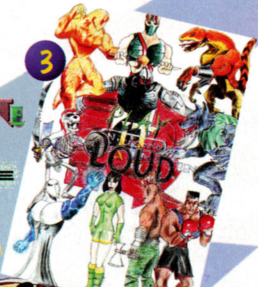
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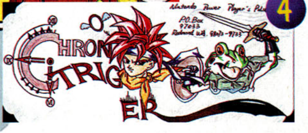
PLAY IT LOUD


4
Nintendo Power Player's Pulse
P.O. Box 97033
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CHRONO TRIGGER

"You know who would have made that catch? Mantle. And he would have made it *gracefully*."

What could be better for an avid baseball fan than a trip to visit ESPN during baseball season? How about seeing a spectacular game at Yankee Stadium? Don't even bother answering either of those questions because Joel Davis, winner of the Player's Poll Contest from Volume 64, got to do both—and more! Joel and his father, Duane, jetted off from their Minnesota home to The Big Apple for a whirlwind weekend! Excursions to the Empire State Building and Statue of Liberty were on the bill, but the jewel in this Grand Prize crown was the trip out to Bristol, Connecticut, to the ESPN studios. Joel got to meet and talk with Chris Berman and other ESPN on-air personalities. Chris was amazed that Joel won the trip by simply sending in a Player's Poll Card. It was too easy! Being able to see all of the pre-production processes that go into a live broadcast was really cool. And then watching the end result—live broadcasts of ESPN's SportsCenter and Baseball Tonight (right from the studio!) was even cooler! But the ultimate capper, something Joel and Duane will remember for the rest of their lives, was "the legend of Pedro Gonzales and the hidden ball trick back in 1962" as told by an anonymous Yankee fan. What a game!

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

Have you had a chance to check out Virtual Boy for yourself? If you have, we want to know what you think of this cutting-edge system!

NINTENDO POWER PLAYER'S PULSE
P.O. BOX 97033, REDMOND, WA 98073-9733

editor's corner

A truckload of top-notch Super NES games is headed your way through the end of the year, and we're going to give you the Power edge by rolling out four (count 'em!) Player's Guides. Right now, our fightin' experts are putting the finishing touches on the Killer Instinct Player's Guide. It will have awesome pics and instructions for hundreds of killer combos. The KI Player's Guide will be available at video game stores and bookstores by the first of September, or order it direct using the card at the back of this issue. Later this year, get ready for Player's Guides for Super Mario World 2: Yoshi's Island, Chrono Trigger and Donkey Kong Country 2: Diddy's Kong Quest. It's all part of our pledge to bring you the latest and greatest game-playing info!

GAIL TILDEN
EDITOR-IN-CHIEF

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POWER CHARTS

1

2

3

SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	DONKEY KONG COUNTRY	1	11
2	KILLER INSTINCT	9	3
3	FINAL FANTASY III	2	9
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	3	44
5	CHRONO TRIGGER	4	2
6	SUPER METROID	5	17
7	EARTHWORM JIM	15	11
8	EARTHBOUND	14	3
9	DOOM	11	2
10	OGRE BATTLE	6	2
11	MORTAL KOMBAT II	12	11
12	SECRET OF MANA	7	20
13	MEGA MAN X2	13	7
14	KEN GRIFFEY JR. PRESENTS: MLB	20	17
15	AEROBIZ SUPERSONIC	NOT RANKED	3
16	NBA JAM TOURNAMENT EDITION	10	8
17	FINAL FANTASY II	13	40
18	ILLUSION OF GAIA	18	10
19	SUPER MARIO KART	NOT RANKED	31
20	JUDGE DREDD	NEW	1

GAME BOY TOP 10

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	1	29
2	DONKEY KONG LAND	2	8
3	METROID II: RETURN OF SAMUS	3	45
4	DONKEY KONG	4	16
5	TETRIS	7	36
6	SUPER MARIO LAND 2: 6 GOLDEN COINS	5	35
7	KIRBY'S DREAM LAND 2	8	4
8	WARIO LAND: SUPER MARIO LAND 3	6	15
9	GALAGA/GALAXIAN	NEW	1
10	DR. MARIO	9	38

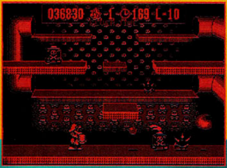
TOP 10 FIGHTING GAMES

THIS MONTH	GAME	SYSTEM	RELEASE DATE
1	KILLER INSTINCT	SUPER NES	AUG. '95
2	SUPER STREET FIGHTER II	SUPER NES	AUG. '93
3	MORTAL KOMBAT II	SUPER NES	SEP. '94
4	WEAPONLORD	SUPER NES	AUG. '95
5	FATAL FURY SPECIAL	SUPER NES	APR. '95
6	SAMURAI SHOWDOWN	SUPER NES	NOV. '94
7	CLAY FIGHTER	SUPER NES	NOV. '93
8	PRIMAL RAGE	SUPER NES	AUG. '95
9	DRAGON: THE BRUCE LEE STORY	SUPER NES	AUG. '95
10	JUSTICE LEAGUE TASK FORCE	SUPER NES	JUN. '95

MOST WANTED

The very first Virtual Boy game makes the charts this month, as Mario Clash checks in at number eight! Four present and future Super NES games also appear, as Nintendo Power readers declare loud and clear that they still love their 16-bit systems. If you want your voice to be heard, be sure to send in the Player's Poll card in this issue!

1. NINTENDO ULTRA 64
2. KILLER INSTINCT (NU 64)
3. VIRTUAL BOY
4. DOOM (NU 64)
5. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
6. CRUIS'N USA (NU 64)
7. MORTAL KOMBAT 3
8. MARIO CLASH (VIRTUAL BOY)
9. DONKEY KONG COUNTRY
10. FINAL FANTASY III



HALL OF FAME

The long tradition of arcade hits coming home to Nintendo systems continues with the four new Super Game Boy Classics: Defender/Joust, Centipede/Millipede, Galaga/Galaxian and Asteroids/Missile Command. Here are some other all-time greats!

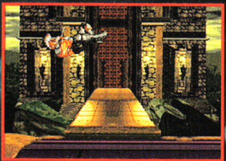
GAME	RELEASE DATE	HONORS
DONKEY KONG	JUNE '86	It was a sad day for arcade owners when Nintendo brought the first great Mario Brothers smash to the NES.
PAC-MAN	APR. '91	The round mound of reknown went wakka-wakka in homes everywhere after Namco ported this classic to Game Boy.
SPACE INVADERS: THE ARCADE GAME	OCT. '94	The first Super Game Boy Classic, based on the original hit from the Star Wars era.

KILLER INSTI

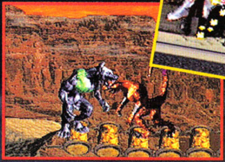
The must-play street fighting game of 1995 is coming home, and only to the Super NES! The master developers at Rare and Nintendo have created an incredibly faithful 16-bit translation of the year's hottest arcade smash!

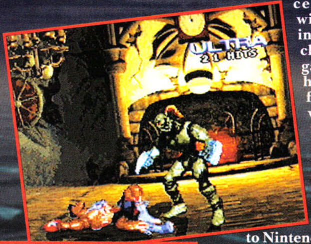
KILLER NEWS!

Some said it couldn't be done, but what the naysayers thought was impossible has been accomplished: the Killer Instinct arcade game has been successfully translated into a 16-bit Game Pak that retains all of the excitement and furious action of the original. All of the awesome features that have made Killer Instinct number one in the arcades are in the home version—and then some! Your favorite Killer Instinct characters are back, and their Special Moves, Speed Moves and Combos are with them. (Even the elusive Eyedol is here!) Also

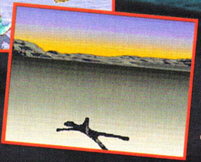


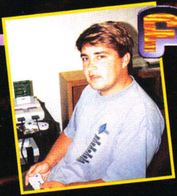
included in the game are the Sky Stages, so you can send your opponents soaring off into the wild blue yonder—and to certain destruction far below! Of course, some allowances have been made for the differences between an arcade console and the Super NES (a couple of Danger Moves had to be redesigned, for example), but some graphic elements have actually been improved for the home version. Many of the backgrounds have been enhanced with new details, like character reflections in surrounding surfaces and more animated elements, and the color palette you choose for your fighter is retained for the bout-ending victory portrait. Though a couple of voices didn't make it in, you'll definitely hear what kind of combo you threw as well as the "Danger!" warning, and all the music is present in its full stereophonic glory! There are other cool features that will enhance your Killer Instinct experience beyond what you can find in the arcade, including two new play modes. The Practice Mode allows you to fight, without a time limit, against an unresponsive opponent who never takes damage. You can practice Combos to your heart's content without fear of getting a boot to the head in return! The Tournament Mode allows you to enter up to eight player names, and the computer will then set up a series of matches and keep track of player stats as the carnage unfolds. There's even an option that forces players into Random Select mode after a certain number of wins, so there's no hiding behind a favorite character. When the game arrived at NOA headquarters, KI fever spread like wildfire, fanned by rivalries that popped up in every department. From Product Analysis to Technical Services and Consumer Service to Nintendo Power—even our Security Officers got swept up. We ended up with lots of in-house experts who have hours and hours of KI beneath their black belts. This month, we're going to let you meet some of them—and they're going to disclose some of the elite moves that keep them at the top of the KI heap here are NOA. The following pages are packed with killer moves and strategies for their favorite characters, and some for their second-choice characters as well!





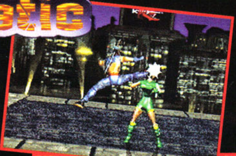
SUPREME VICTORY

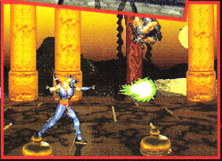




Fightin' Fanatic

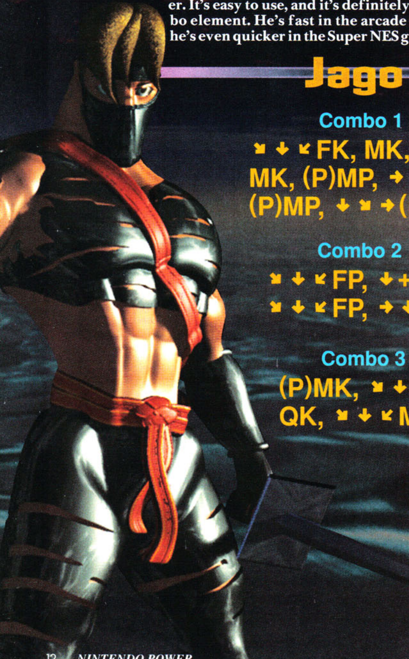
When we needed to have great gamers test Killer Instinct, Sean McVeigh was one of the first on the list. After countless hours of playing, he had no problem naming a favorite character: Jago.



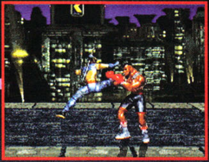


The Classic Ninja

"I like Jago because he's small and fast, but he's also powerful. He has a projectile, a fireball, and he has a great Wind Kick that can go through fireballs. I like pitting Jago against Sabrewulf, who spews lots of fire. He says that Jago works well against Sabrewulf's charge moves, and he likes to use combos that start with his Laser Sword opener. It's easy to use, and it's definitely a cool-looking combo element. He's fast in the arcade version, but I think he's even quicker in the Super NES game."



Jago



Combo 1

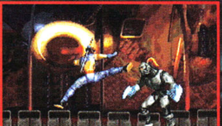
↘ ↓ ↙ FK, MK, ↘ ↓ ↙ FP,
MK, (P)MP, → ↓ ↘ (R)MP,
(P)MP, ↓ ↘ → (R)MP

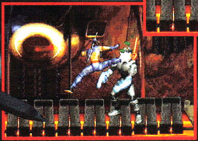
Combo 2

↘ ↓ ↙ FP, ↓+ FP,
↘ ↓ ↙ FP, → ↓ ↘ FP

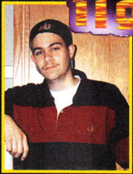
Combo 3

(P)MK, ↘ ↓ ↙ (R)MK,
QK, ↘ ↓ ↙ MK

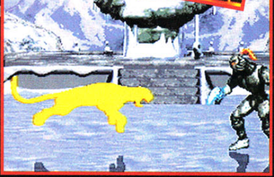




No Shrinking Violet

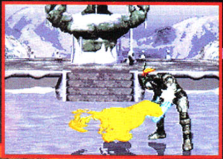


Product Evaluator Henry Sterchi was locked away in the Treehouse playing KI for weeks on end when both the arcade and Super NES versions were being tested. His fighter of choice: B. Orchid.



The Quick Cat

"I've found a lot of little timing moves with Orchid, like waiting on the linker until the last minute and just throwing in a lot of slap moves like a fierce punch—usually I can link that to a finisher. She also has a good press and release move with the cat. I wait and anticipate people—I kind of psyche them into a weird game. If they make the wrong move or play a projectile I'm ready to strike at them with the cat— it kind of strikes fear into them. Is there any character she's best against? "Anyone that Ken uses," Henry says. "We've had a lot of Orchid and Riptor battles, Ken and I have."



B. Orchid

Combo 1

(P)FP, (←)→(R)FP, FK, (→)←MK, QP, ↘↓↙QP(x2), ↘↓↙FP

Combo 2

(P)MP, ↘↓↙(R)MP, FP, ↘↓↙QP(x2), (←)→QK

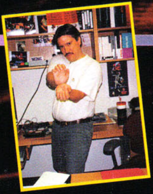
TJ Combo

Combo 1

TOP ATTACK, (→)MP, (←)QP, →FP

Combo 2

(P)FK, (←)→(R)FK, MP, (←)→MP



"KI" Ken

As Development Manager in Product Aquisition and Development, Ken Lobb helped create many of the the moves in the game. He's the combo king at NOA, and Riptor is his favorite character.

Slap-Happy

"I like Riptor the best because he and Orchid have the most combos in the game. That's because any of his openers can be used in the place of linkers. He also has a lot of what we call slappy combos, which use regular hits in the middle of, or at the end of, a combo to knock the opponent down, then you can juggle him as he falls backwards. Riptor does those techniques best. I wanted Riptor to be a charge character—I like charge characters—and I really liked the charge switches. That's something Rare came up with for TJ Combo: starting a charge move and turning it into another move in the middle of the charge. So by the time we made Riptor, that idea was already done. As we built the moves for Riptor, we put in all of the charge-reversals: the ability to run and then go into a rake, or run and turn it into the flame, or rake in the air and turn it into the flip or the fireball. TJ Combo was the first to have those moves; Riptor is the best."

Riptor

COMBO 1

(←)→QP, MP, ↘↓↙FP, QP, ↓↙←QP

COMBO 2

(↙) + FP, →MK, →↘↓↙QP

COMBO 3

(←)→FP, (→)←MK, (←)→FK

Chief Thunder

COMBO 1

↘↓↙QP, FK, ↘↓↙MP

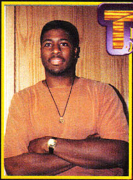
COMBO 2

↘↓↙FP, ↓↙←FP, MP, ↘↓↙FP

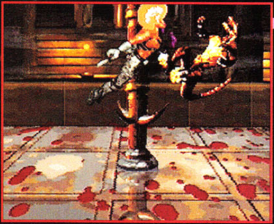
COMBO 3

(↙) + FP, →FP, ↓↙←FP

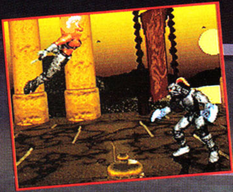
Thunder Rumbles



Product Tester Armond Williams has played every character extensively but says, "Chief Thunder, hands down, was my character of choice from the beginning."



"He brandishes two axes, which is pretty cool. It appealed to me that his hair was feathers, and when he does the Sammamish, the feathers glow. That's a cool effect. I use him a lot against characters that charge toward me. Take, for example, B. Orchid. When she spins in with her legs, if I'm in a blocking stance, I can block her move and counteract it with the Triplax, which will open my character up for any huge combo I want to do. He also has the Phoenix, one of the first projectiles that a fighter can guide upwards or downwards."



Chief Thunder

COMBO 1

→ ↘ ↓ ↙ ← QP, FP,
→ ↘ ↓ ↙ ← MP

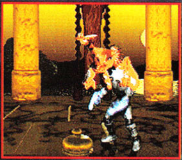
Cinder

COMBO 1

→ → MP, QP,
↓ → ↘ FK

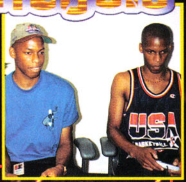
COMBO 2

→ → MP, MK,
(→) ← QP, MP,
↓ → ↘ QK



The Doyals: Double Trouble

Martin and Marc Doyal have people at NOA seeing double. They're both Game Counselors, they're both KI masters, and the identical twins both select Spinal when they pick up the controllers.



Spinal Tappers

Marc likes Spinal because he has all the "weird" charge moves and auto doubles. He can transform into other characters, and he's a hard character to learn, so other players stay away from him. Martin likes the fact that he can morph and absorb charge moves, which makes him strong against characters like Cinder and Glacius. Which of the twin terrors wins in a Spinal vs. Spinal match up? Martin has the edge, according to Marc. It's a fairly even match though. Since they use many of the same combos, it often ends up as a duel of combo breakers.

Spinal

Combo 1

(devour) x3,
→→FP, ←+ FK, FP,
(→)←MP, FP, ↓↓FP,
↓↘→QP x3

Combo 2

←↙↓↘FK, QP,
(→)←MP, (P) FP,
↓↓(R)FP

TJ Combo

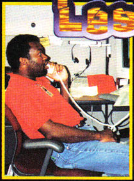
Combo 1

(←)→MP, FK, (→)←QP, (P) MP, →(R) MP

Combo 2

(P) FP, (jump in) QP, QK, (R)FP, FP

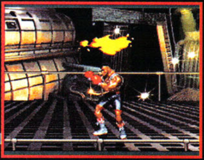
Lester The Unorthodox



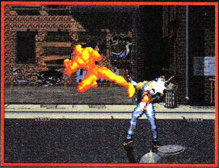
During his working hours, Lester Lewis is a Technical Services Supervisor at NOA. In his spare minutes, he's challenging all takers in the KI arena. For him, there's no choice: Cinder is it.

Fists Aflame

"When I first saw KI, and I saw Cinder, I said, 'That's my character.' He's just it. No matter what anybody says. He can turn invisible. He can morph. He can turn into a fireball. He can fly across the screen. He has the strength to suck an opponent's life bar down to about a quarter, sometimes with one combo. He's a finesse character, and a lot of his combinations are extremely pretty. I don't play like other people who use Cinder do, though. I'm an unorthodox Cinder. I'm kind of hard-headed, and I think Cinder would be, too."



Cinder



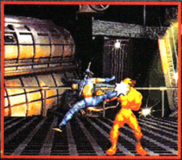
Combo 1

→ → MP, QP, ← ← QP, MP, → ↓ ↘ MK

Combo 2

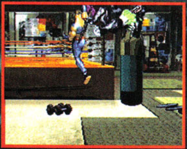
JUMP + FK, MP, ← ← QP, MP, (←) → MP

Jago



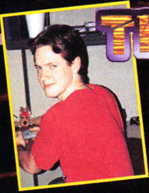
Combo 1

↘ ↓ ↙ FK, ↓ + FP, → ↓ ↘ MP



Combo 2

↘ ↓ ↙ FK, MK, → ↓ ↘ FP



Thunder Rolls Again

Although he has no plans to get a mohawk anytime soon, Product Analyst Matt Glidden has put in so many hours playing KI that he's begun to identify with the strong but silent Chief Thunder.

Versatility And Finesse

"Chief Thunder is easily the most versatile player in the game. He has great overhead attacks. His Tomahawk is the best surprise attack, and his Sammamish is the best interceptor for any of the dash moves. As for combos, while his aren't necessarily the most complex, they're the most elegant to watch. He has finesse as well as lots and lots of power. I'm really impressed with the Super NES version. It has all of his finishers. It's true to the arcade in the way they rendered his lightning finishers, along with his Ultimate. It even has the killer slow-mo combos."

Chief Thunder

COMBO 1

JUMP + ↓ ↙ ← FP,
MP, (←) → MP, FK,
→ ↘ ↓ ↙ ← MP, ↓ ↘ → QK

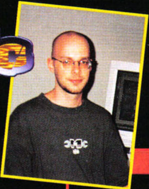
COMBO 2

→ ↘ ↓ ↙ ← QP, QP,
(→) ← MP, FK,
→ ↘ ↓ ↙ ← FP,
↓ ↘ → QK

COMBO 3

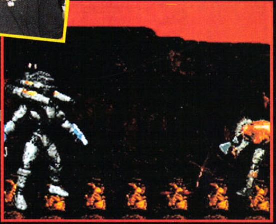
← + FP, FK,
(→) ← MP, QP,
(←) → FP,
↓ ↘ → QK

Fulgore Fanatic

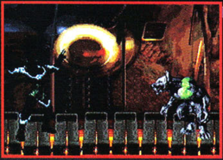


As part of the electronic prepress team, Karl Deckard helps produce the pages of Nintendo Power. When he's not at his Power Mac, he's most likely to be caught with a Super NES controller in hand and Fulgore on-screen.

Tech Head



"I like Fulgore's image. The cyborg storyline is way tech. He has the Plasmaport and the Eyebeam. Both are killer. He has cool dash reversals. If you Cyberdash then Plasmaslice right at the end, you can get two hits from it. It's hard, though. And if you teleport then Plasmaslice, your opponent won't know which way to block. The other reason I like Fulgore is his danger move. That's when his robot head comes out to attack. It's totally brutal. It's my favorite move in the whole game. It rules. He's got style, there's no question."



Fulgore

COMBO 1

← ↓ ↙ FP, ↘ ↓ ↙ FK,
QP, → ↓ ↘ FP

COMBO 2

(←) → QK, QP, (←) → MK,
→ ← ← ↓ ↘ → QP

COMBO 3

(P)FK, (←) → (R)FK,
MK, ↘ ↓ ↙ FK, MK
↓ ↘ → MP

TJ Combo

COMBO 1

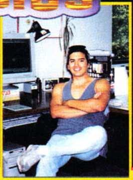
(↙) + FP,
(→)FP,
FK, (←) → FK

COMBO 2

(←) → QP, MP,
(→) ← QP, MK,
(←) → FP

Designs On Glacius

Scott Douwes, layout designer for Nintendo Power (Scott designs all the KI articles), likes the cool looks and hot moves of Glacius, so he opts for the ice man when he's spoiling for a fight.



Cop The Cold Shoulder

"He looks cool, and he's surrounded by cold mist. He can morph, and he has a lot of fake outs. He can do the Puddle-Port, and when he comes up, he can do three different moves, so he can catch people by surprise. He can do an Ice Lance, pull the normal Puddle Punch or give his opponent the Cold Shoulder. It makes combos interesting and makes it easy to throw opponents off guard. He also has very powerful short combos. You can use an opener, an auto double and an ender. Those three steps are very powerful. If you just execute those, you don't have to use a linker or do a really long 18-hit combo."

Glacius

COMBO 1

(←)→FP, MP,
↓↘→FK

COMBO 2

↓↘→MK, FK,
↓↘→FP

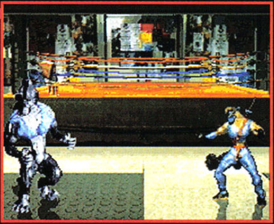
COMBO 3

↓↘→MK, FK,
(→)←MP

Product Analysis Speaks

Shane Evans, self-proclaimed Product Analysis KI god [a title disputed by fellow Product Analyst, Matt "Thunder" Glidden] swears that Sabrewulf is the leader of the KI pack.

Good Dog



According to Shane, Sabrewulf is the best character in the game. "He's one of the easiest characters to learn, but he also has a lot of complexities you can use to surprise opponents. I use his roll most often. It's one of his best opening moves. As for combos, I like to roll in with a Weak Kick then auto double with Fierce Punch, then do the linker with Medium Punch, auto double with Medium or Fierce Punch and finish with the roll and Fierce Kick." Shane says that his most difficult opponents at Nintendo have been Armond Williams and Game Counselor Anton Lee. We wanted to talk to Anton, who many KI players mentioned in reverent tones, but he was on vacation. Look for his Killer Stratagies in next month's Counselors' Corner.

Sabrewulf

COMBO 1

→ ↘ ↓ ↙ ← FK,
(←) → QK,
FP, (→) ← MP,
FK, (←) → FK

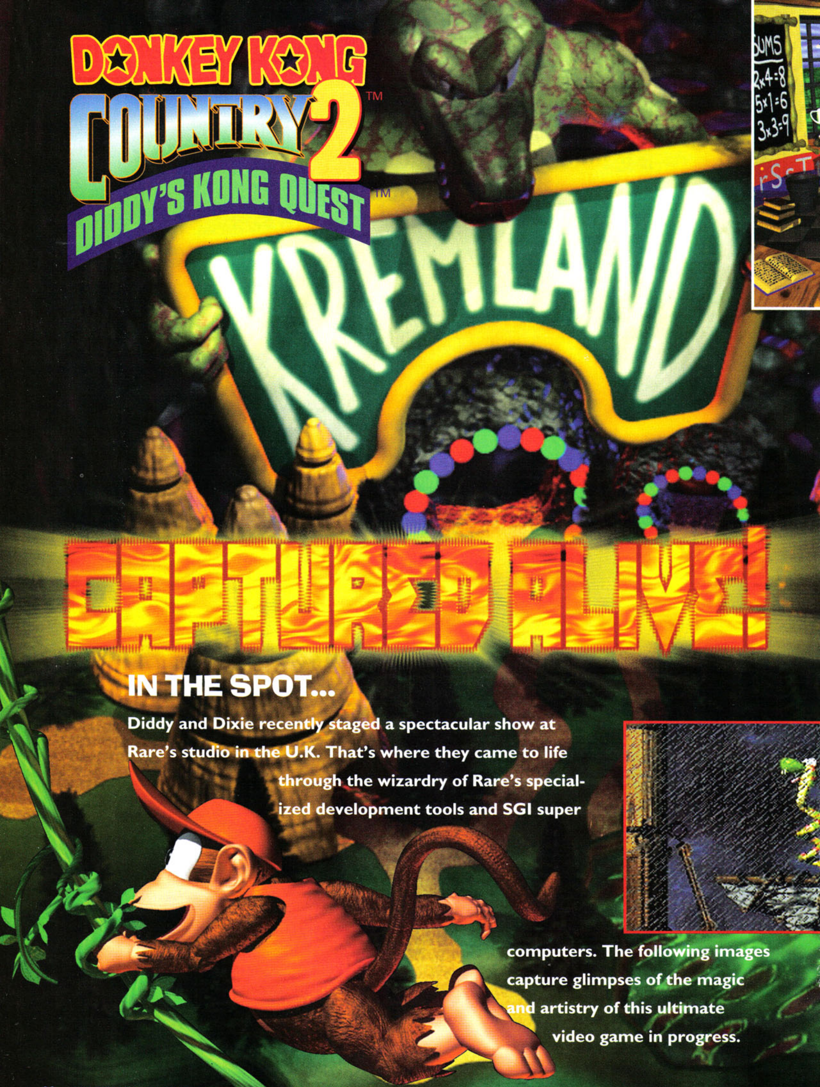
COMBO 2

(←) → FP, QP,
(→) ← MP, QP,
(←) → FK

COMBO 3

JUMP + FK, MP,
(→) ← MP, FP, (←) → MK

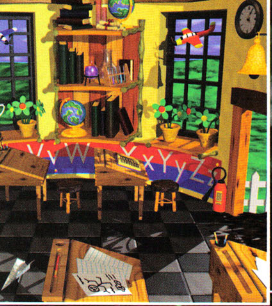
DONKEY KONG COUNTRY 2™
DIDDY'S KONG QUEST™



CAPTURED ALIVE!

IN THE SPOT...

Diddy and Dixie recently staged a spectacular show at Rare's studio in the U.K. That's where they came to life through the wizardry of Rare's specialized development tools and SGI super computers. The following images capture glimpses of the magic and artistry of this ultimate video game in progress.



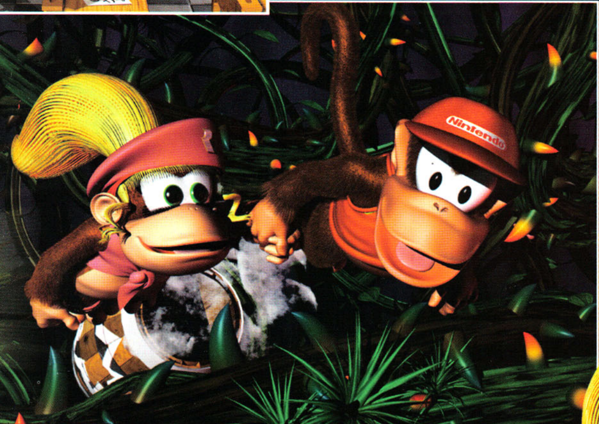
DKC 2: DIDDY'S KONG QUEST-

CAPTURED

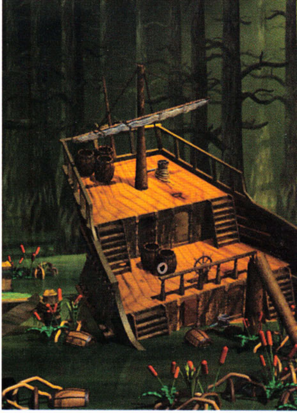
Dixie Kong co-stars in DKC2, practically stealing the show, with extravagant new attacks involving her precocious ponytail. Her dangerous doo cuts down Kremlings like a lawnmower and wraps around barrels so she can hurl them in the faces of enemies. But her ultimate move is the helicopter hair-spin that carries her and Diddy right over dangerous pits and enemies.

Dixie and Diddy won't go it alone when they reach Krem Island on their search for Donkey Kong. Some of the good guys like Rambi and Enguarde return to lend a horn. New goodies include a swift spider who wears sneakers, a snake who coils up like a spring and bounces like a pogo stick, and Squawk the parrot who now carries more than a lantern.

You'll also meet characters in bonus levels. When the bell tolls for Diddy and Dixie, they have to pay Klubba—a highway pirate who covets coins of the Krelm. Swanky Kong's game requires tokens if you want to play and win Power-Ups. Wrinkly Kong, Cranky's wife, teaches lessons in her schoolroom while Cranky sells game stuff in his shop.



Caught in the act of being cool, the good guys in DKC2 bring exciting action and variety to their fantasy world. Diddy stars in his first leading role, swinging from vines like Tarzan, mugging for the camera and stomping on Kremlings in the tradition of previous Nintendo Superstars such as Mario and Donkey Kong. Diddy somersaults into action, climbs the rigging of sailing ships, dangles from his tail and never even says ouch. His new stunts include throwing Dixie...and being thrown by her.



The adventure begins on a pirate ship packed with Kremling pirates. In DKC2, the plot involves ape-napping and bananas. It seems that the Kremlings took exception to their treatment last year. So, they snare the unwitting Donkey Kong, and imprison him in Kremling's castle. Fortunately, his little chattering buddies are determined to free the big ape. Following a telltale trail of yellow fruit, Dixie and Diddy scamper through levels such as Gang Plank Galleon, Crocodile Cauldron, The Haunted Forest, Kremland Amusement Park, Lost World, The Swamp and K.Rool's Castle. Each level contains multiple stages, hidden bonus areas, extra games and other surprises, like: Wrinkly's schoolroom, Swanky's game show, Cranky's junk shop and Klubba's toll booth. Rare plans to include 50% more game area in Donkey Kong Country 2 than was in the original Donkey Kong Country.

DKC 2: DIDDY'S KONG QUEST-

CAPTURED

Inside each stage, Diddy and Dixie find new puzzles and challenges: ghostly ropes that disappear every few seconds in the Cauldron, skull-shaped roller coasters in Kremland careening toward open spans in the track, dripping honeycombs where angry bees hover, waiting for your arrival. But some of the activities are just fun, like riding in the jet plane barrels that blast you through the air or discovering secret holes where you win golden coins or tokens. Although many elements may feel familiar to DKC players, everything will be new.

These rendered images have never appeared in a game that you could actually play. (The Super NES graphics are direct color reductions of these elements, though, and they look almost as impressive.) The artist posed the characters in wire-frame, added background elements and rendered the finished screen with lighting effects. Even with a Challenge super computer from Silicon Graphics, the rendering of each image can take many minutes and sometimes hours. Surprisingly, some of the map images seen here were rendered more quickly than scenes with Dixie and Diddy. The process of covering the heroes in hair instead of simple textured surfaces requires much more time on the big computer.

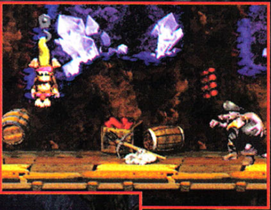
GAME
GAME
GAME
1
2
3

They're the same, but not the same. They're deranged, estranged, and subtly changed. K. Rool's Kremling crew shows its true colors in DKC2. No longer are they merely repulsive reptiles. Now, they're swinging cutlasses, wearing eye patches, clomping about with peg legs and cursing every ape in sight. The Kremlings have devolved into crude, rude pirates with long teeth and green skin, and they're tougher than ever to beat. The fiendish foes appear in altered forms like Klumpa with his cannon and Klubba with his skull belt. K. Rool carries an old blunderbuss for blasting curious monkeys while Krooka has hooks for hands. Keep a watch out for Klobber when he's barreling ahead and the Ghost Pirate who haunts the forest shadows. Kutlass is a little guy who carries a huge sword and Klinger climbs the rigging like a spider in its web. And let's not leave out Krusha, who has a chest like a boulder and a brain to match.

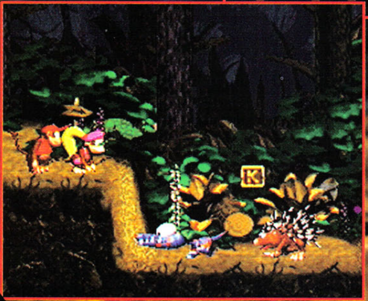
The Kremling's may be the coolest crew of misfits ever conceived for a video game, but Diddy and Dixie have more to worry about than just the Kremlings. The home island of K. Rool holds creatures that bite and sting and crush and claw—rats on the shipwrecks, bees in the hives, porcupines in the woods, pufferfish in the sea. It's no walk in the park. Flying things, crawling things, swimming things and hopping things put the moves on our duo nearly every step of the way. The dragonflies, cat-of-nine-tails, and fish with massive jaws all have an insatiable taste for Ape Suzette. Sometimes you can swim away. Sometimes you can jump. But sometimes you'll have to stand up and fight like a primate.

DKC 2: DIDDY'S KONG QUEST-

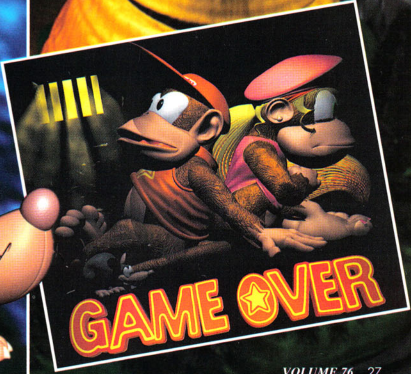
CAPTURED



Donkey Kong Country 2 promises a treasure trove of video game innovations. The development team at Rare has learned how to create new effects like shifting beams of sunlight that play over the forest floor. Every object is rendered using ACM techniques, and so many elements are animated that scenes pulse with life. The wonders go even deeper than these stunning graphics suggest. We can't show the music and sound effects, but imagine the creaking timbers of a ship at sea while a nautical ditty pipes in the background. When the game arrives this Fall, you'll be able to experience all the magic for yourself.



COMING SOON FOR YOUR SUPER NES.



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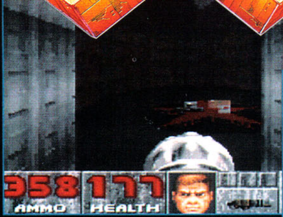
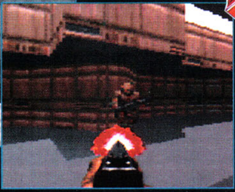
DOOM

Webster's defines Doom as 1. a decision or judgment, especially an official condemnation to serve a penalty. 2. destiny or fate. 3. inevitable destruction. Williams Entertainment defines Doom as the video game that has changed the face of gaming.

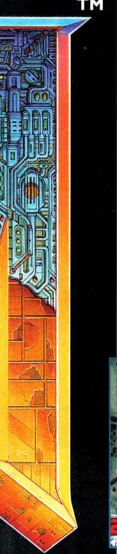




PREPARE TO MEET YOUR DOOM

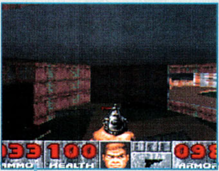
Williams Entertainment introduces one of the best games ever for the Super NES, and one of the bloodiest. Doom places you in the dangerous, first-person role of a Martian Marine sent on a one-way mission to a futuristic base where howling alien demons have turned the locals into hamburger. Grab a gun (or butter a bun) because now it's your turn on the grill.

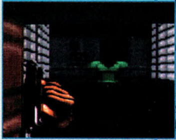
MATURE M AGES 17+



SCAREWARE SUPREME!

Doom began life as a PC shareware program. All players could get free samples, but they had to buy registered copies from Id for the full game. Doom became a phenomenon that rocked the PC world, with players jumping out of their virtual skins when hideous demons charged them in a realistic first-person perspective. Now, the Super NES version, programmed by Sculptured Software, recreates 22 of the original 28 stages with frightening quality.

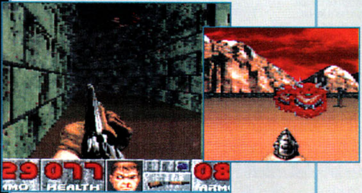




The dark, brooding graphics and fast scrolling action of the PC game look fantastic on the Super NES.

DOOM TECH

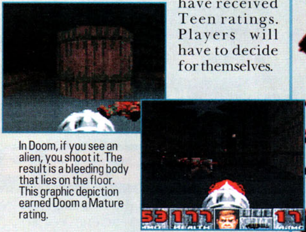
Doom uses the FX^2 chip to enhance the speed of the graphics, which results in very realistic motion as you run or sneak through the maze-like bases. The detail of the texture-mapped surfaces looks almost as good as the PC version. With 16-megabits of memory, Doom weighs in as the largest FX game ever.



Interior and exterior stages use detailed texture maps to create a realistic environment.

POLITICALLY INCORRECT

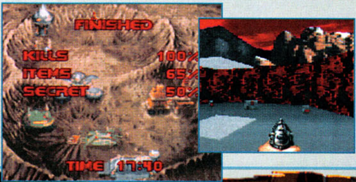
The ESRB board gave Doom the first Super NES Mature rating ever, citing the graphic violence and gore in the game. That rating suggests that players should be 17 years of age or older. Doom certainly contains a great deal of violence and gore, but it's blood factor is similar to a number of games that have received Teen ratings. Players will have to decide for themselves.



In Doom, if you see an alien, you shoot it. The result is a bleeding body that lies on the floor. This graphic depiction earned Doom a Mature rating.

TRANSPORT TO HORROR

When experimental transporters on the moons of Mars begin beaming in savage aliens from another dimension, you receive orders to clean up the mess. Your ship lands on Phobos, and while you remain outside the base, your comrades explore the carnage...and are added to it. Now, all alone, and unable to navigate back to Mars, you have no choice but to enter the deadly base armed only with a pistol. Welcome to the horror.



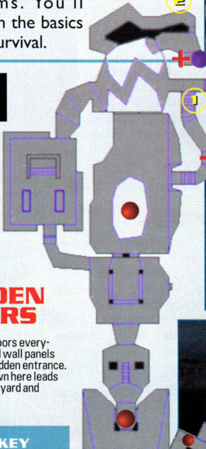
SCENARIO ONE

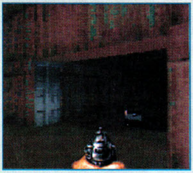
YOU ARE HERE

Entitled Knee-Deep in the Dead, the first scenario deposits you on Phobos, where all the humans have been killed or transformed into zombie-like kamikazes. You'll pass through seven grueling stages, each filled with secret areas, weapons and items. You'll learn the basics of survival.

HANGAR

The first stage lets you get your boots wet without going in knee deep. Only one of the three secret areas requires much effort to open and enemies remain scattered and few in number even at the fifth and highest level of difficulty. On your first trip, move slowly and stay near walls for extra cover.

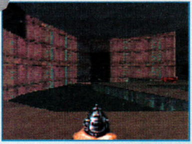


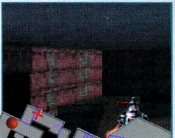


1 HIDDEN DOORS

Look for secret doors everywhere. Discolored wall panels often indicate a hidden entrance. The passage shown here leads to the outer courtyard and MegaArmor.

2 THE SHADOW GATE





The shadow at the entrance to the zigzag room triggers an elevator in the tunnel across the toxic pool. First, you'll have to visit the final chamber straight ahead.

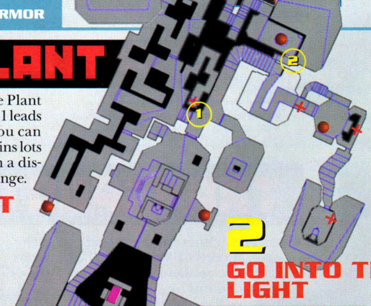
LEGEND

🟪 KEY 🟦 KEY 🟨 KEY

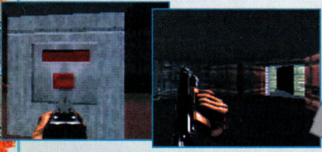
+ MED KIT ● WEAPON ● ARMOR

NUCLEAR PLANT

More complex than the first stage, the Nuke Plant contains many secrets and one door key. Clue 1 leads to a secret area and the courtyard where you can snag the Chainsaw. The computer maze contains lots of Medkits and armor. Shoot enemies from a distance. Even your shotgun has an impressive range.

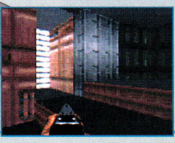


1 OUT OF SIGHT, NOT OUT OF MIND



Cross the toxic pool and push the red button behind the column to unlock a hidden panel nearby.

2 GO INTO THE LIGHT

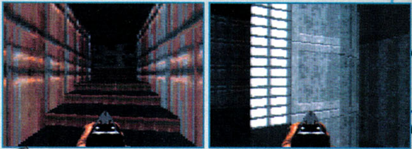


Up the stairs from the red door, to the left, is a brightly lit elevator. An Imp attacks at the top. Inside, you'll find a Medkit and ammo.

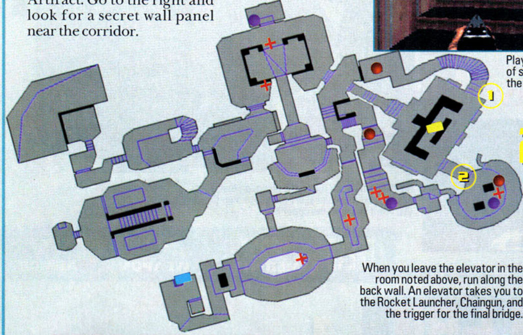
TOXIN REFINERY

Toxic wastes and even worse dangers can be found everywhere in this base, but many of the secrets may remain hidden unless you spend some time searching every nook, cranny and wall panel. For instance, to find one red button, you drop into the deep toxic pool near the Blue Key room. Don't miss the trove of items beyond the blue door that includes a Soul Sphere and Invulnerability Artifact. Go to the right and look for a secret wall panel near the corridor.

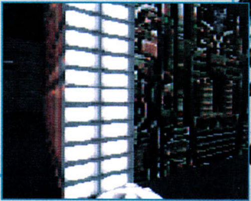
1 MYSTERIOUS SOUNDS



Play without music in order to hear the telltale sound of switches activating. Here, race up the stairs and to the left to reach the Soul Sphere chamber.



2 TRY, TRY AGAIN

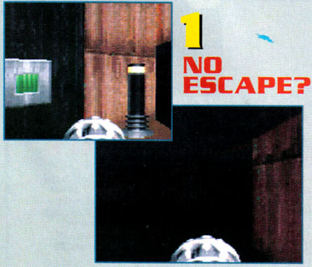


When you leave the elevator in the room noted above, run along the back wall. An elevator takes you to the Rocket Launcher, Chaingun, and the trigger for the final bridge.

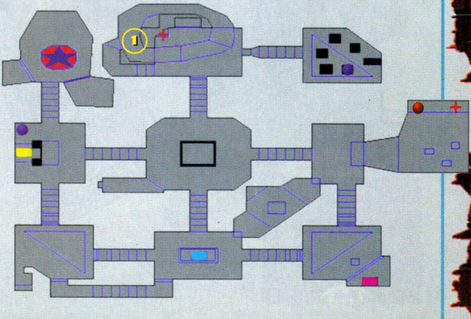
MILITARY BASE

Prepare yourself for a bloodbath at the military base. Hordes of Demons, Imps and Former Marines storm your position. That's why you should stock up big in the Toxic Refinery with the Soul Spheres and Armor. To avoid rocket fire, use the Left and Right Buttons to sidestep out of danger. Stay near corners and fire at any blinking pixel. In the Star Chamber, trigger the enemies and back away while firing. You'll survive and earn Medkits and ammo. Use the back-away strategy elsewhere.

1 NO ESCAPE?

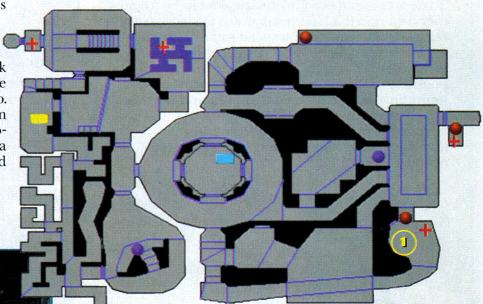


Jump into the moat and run clockwise to the platform. Use the Chainsaw. The button opens a return path back the way you came.

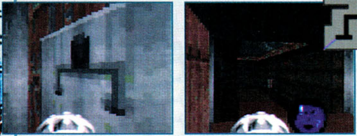


COMMAND CENTRAL

The Command HQ on Phobos presents puzzles and new dangers. A maze section can spin you completely around while elsewhere you must wade through long trenches of toxic waste. Grab the Backpack in the secret room in the left wall near the starting area so you can carry extra ammo. The Radiation Suit near the central core can protect you for a time against toxic exposure. The yellow key in the maze area unlocks the secret to the final bridge and exit. Be patient and use the map.



1 ONE SHOT ONLY

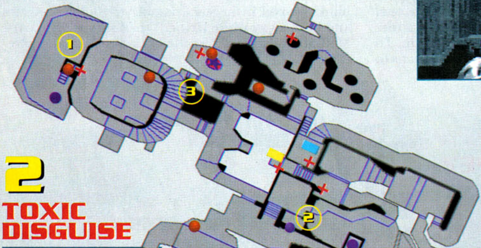


Hit the switch and run to the elevator. If you miss it, you'll have to start the stage over if you want to reach the upper level.

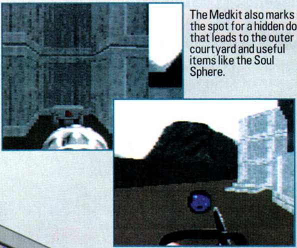
LEGEND ⬛ KEY 🟦 KEY 🟨 KEY
+ MED KIT ● WEAPON ● ARMOR

PHOBOS LAB

The Lab isn't quite as complex as some areas, but it can end your mission just as quickly. You'll have to wade in toxic slime and keep a lookout for attackers at a distance.

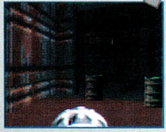


1 MARKS THE SPOT



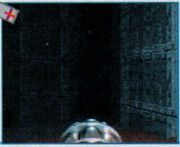
The Medkit also marks the spot for a hidden door that leads to the outer courtyard and useful items like the Soul Sphere.

2 TOXIC DISGUISE



Blow these two toxic waste cans to access the hidden door behind them. You'll get a Shotgun and Armor Bonuses.

3 BACKTRACK

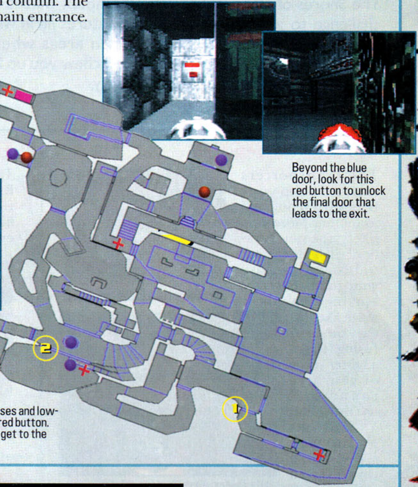


Hit the switch and backtrack to the door just to the right of the screen shot shown at left. Watch out for exploding barrels!

COMPUTER STATION

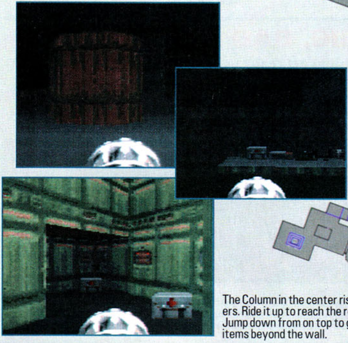
The most critical job is to get the blue key. Although you can see it from many balconies, you can't get it without the red key. Look for the red key beyond the large, roundish room with a central column. The blue key is in the locked room just to the right of the main entrance. Now you can reach the final area behind the blue door.

1 OUT THE DOOR



Beyond the blue door, look for this red button to unlock the final door that leads to the exit.

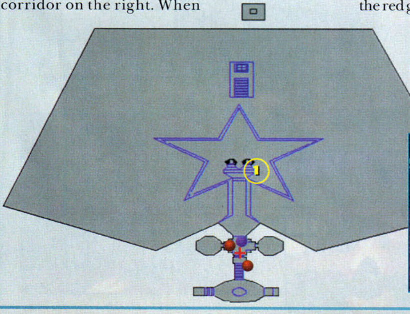
2 UPS AND DOWNS



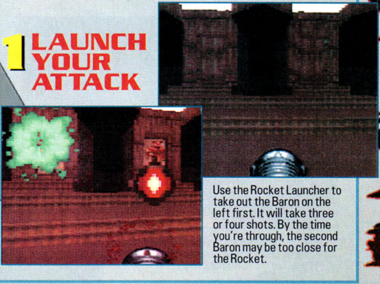
The Column in the center rises and lowers. Ride it up to reach the red button. Jump down from on top to get to the items beyond the wall.

PHOBOS ANOMALY

The final area of the first scenario is short and savage. You can collect all the items and weapons you need in the chambers before you go to the star. Don't miss the secret room just off the main corridor on the right. When fighting the Barons, move to the left as you fire on the first foe. You may confuse the second Baron, and he may get hung up inside his door, giving you more time. The final exit is out on the plain. Walk across the red ground and out to the block building.



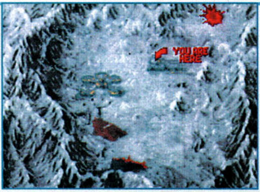
1 LAUNCH YOUR ATTACK



Use the Rocket Launcher to take out the Baron on the left first. It will take three or four shots. By the time you're through, the second Baron may be too close for the Rocket.

SCENARIO TWO

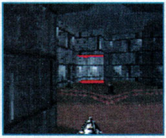
The second scenario—dubbed The Shores of Hell—raises the challenge to a new level, with transporters, moving floors and ceilings, lava pools and more cunningly hidden secret areas. The six stages contain complex mazes where new creatures lie in wait and wide-open areas where crossfire will chew you up like a stick of jerky.



You begin the second scenario in the Deimos Anomaly. Transporters carry you between separate areas of and later stages.

WARP SPEED

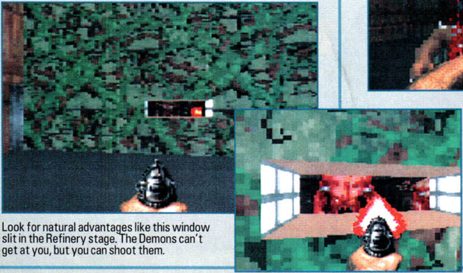
The Transporters instantly zap your bones from one hall to another. More than likely, the new location will be swarming with bad guys, so have your gun at the ready. Moving around the maze like this can be confusing. To get a better sense of your surroundings, use the X and Y Buttons on the map screen to zoom in and out.



In the Deimos Anomaly stage, this first Transporter may warp your mind as well as your body.

OPPORTUNITY KNOCKS

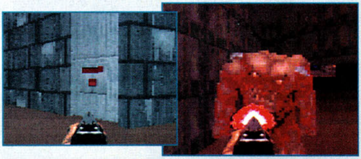
Most stages provide some safe spots from which to shoot. If you can see an enemy, you can shoot it, but it may not be able to hit you. Stand at a corner so you'll be harder to target, but don't stay there long. Keep moving out of sight.



Look for natural advantages like this window slit in the Refinery stage. The Demons can't get at you, but you can shoot them.

BIG, BAD AND UGLY

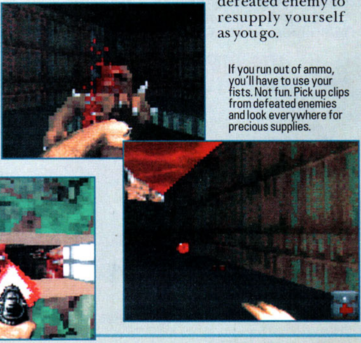
Things get really ugly (literally) from here on out. Expect lots of Imps, Demons, Lost Souls and the weird, floating Cacodemons. They seem to swallow hot lead like M&Ms, and the ammo is limited. You have to make every shot count and use the natural cover.



To avoid Demons like this, hug the walls, look for nooks, and back up when you spy an enemy. If you're caught in the open, keep sidestepping to avoid enemy fire. Beware of switches that release foes.

POOR SUPPLIES

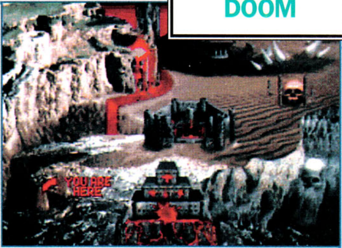
You can only play the second and third scenarios at the two highest difficulty settings. You have to take it like a space marine, and that means taking clips of ammo from the creatures you mow down. Ammo is scarce, so don't waste shots and walk across every defeated enemy to resupply yourself as you go.



If you run out of ammo, you'll have to use your fists. Not fun. Pick up clips from defeated enemies and look everywhere for precious supplies.

SCENARIO THREE

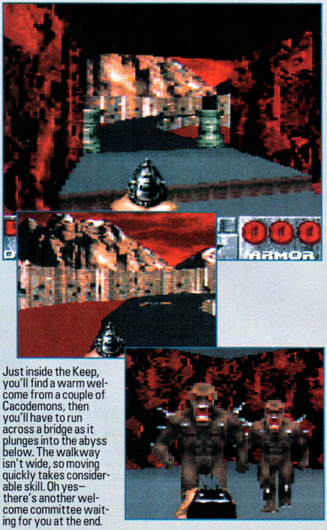
Inferno is well-named. From the moment you activate the first door in Hell Keep you will be consumed in enemy rage and firepower. You'll find that you must run away from danger as often as you challenge it. With fiendish mazes and traps, and more numerous and tougher enemies, Inferno won't cool off until you're toast.



The eight stages of the Inferno contain the most gruesome collection of perils ever assembled in a video game.

TOUGH, TOUGHER, TOUGHEST

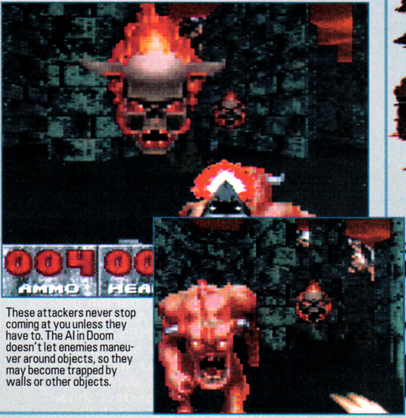
How can they crush thee? Let me count the ways. The alien stronghold never seems to be empty. As soon as you figure out how to wipe out the foes in one area, you'll be faced with an even more difficult mop up task ahead. Keep two strategies in mind. Look for a safe angle or safe spot. And if you're suddenly attacked, run until you can turn and face the enemy safely. You always have the advantage of speed.



Just inside the Keep, you'll find a warm welcome from a couple of Cacodemons, then you'll have to run across a bridge as it plunges into the abyss below. The walkway isn't wide, so moving quickly takes considerable skill. Oh yes—there's another welcome committee waiting for you at the end.

FIGHT ANOTHER DAY

Live to fight another day by running from trouble. Never stand toe-to-toe with one of these fiends because you can't win. Your only chance is to find the advantage, and there always is an advantage. Maze areas have twists, turns, transporters, columns, nooks, etc. Open courtyards often have obstacles. Some enemies pour out of doors where they become trapped if you quickly scroll to the side.



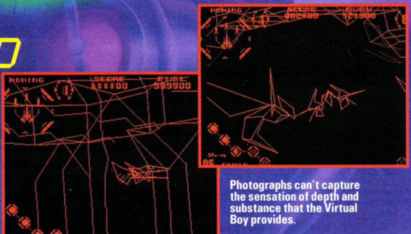
These attackers never stop coming at you unless they have to. The AI in Doom doesn't let enemies maneuver around objects, so they may become trapped by walls or other objects.

EXPERIENCE AERIAL COMBAT IN THREE DIMENSIONS!

RED ALARM™*

FLYING THROUGH A VIRTUAL WORLD

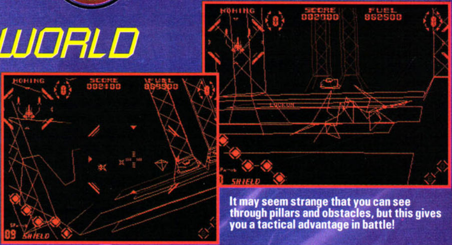
Do you think you've got the right stuff to be a top gun pilot? In 3-D? If you do, then you might want to check out Red Alarm, Nintendo's premiere sci-fi shooter for the Virtual Boy. Featuring a first-person perspective of the action, Red Alarm plays much like Nintendo's Super NES hit, Star Fox. There's also a Replay option that allows you to watch your progress through the stage you just finished from a variety of camera angles—a perfect showcase for the Virtual Boy's 3-D capabilities!



Photographs can't capture the sensation of depth and substance that the Virtual Boy provides.

WIRE-FRAME WORLD

As you can see, the graphics in this game are composed of wire-frame polygons. The programmers have done a great job of suggesting three dimensional shapes and mass with this format. On the flip side, however, it can make for confusing flying in some situations. Without surface texture, you may sometimes lose sight of where you are or what's in front of you, especially if you're flying very close to an object or wall.


HOMING
SCORE
002700
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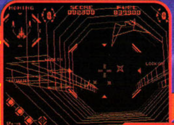
SHIELD

It may seem strange that you can see through pillars and obstacles, but this gives you a tactical advantage in battle!

FOUR WAYS TO FLY

Like Star Fox, Red Alarm allows you to switch perspectives during the game. This time around, though, you have four viewing modes instead of two. The normal and tight views are the easiest to use, and they place you directly behind your Tech-Wing fighter. A bit more challenging is the cockpit view, which flight simulator fans will probably prefer. This view gets you closer in to the action, but your field of view is not quite as wide. The 3/4 top view is the most challenging flight mode, but this is the view that best demonstrates the game's 3-D visual effects.


HOMING
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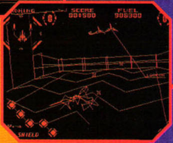
SHIELD

Fans of flight simulator games will probably find the cockpit view the most logical and the easiest mode to use.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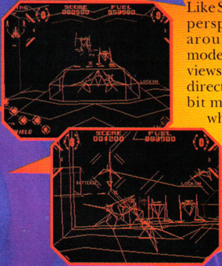
SHIELD

The 3/4 top view is tough to use, but it gives you a terrific view of your immediate surroundings.


SCORE
000500
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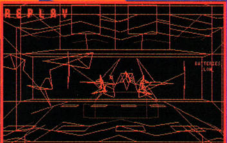
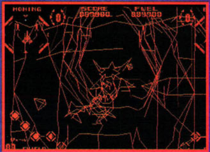
LOCK ON
SHIELD
SCORE
001200
FUEL
893300
LOCK ON

The behind-the-ship perspectives are the ones most familiar to video gamers, with the tight view being a bit more challenging.

GET READY FOR A 3-D BATTLE

The 21st century is a time of war and strife for the entire planet. As the pilot of the last Tech-Wing fighter, you must battle the forces of KAOS, a doomsday weapon with artificial intelligence and a will to survive. Your orders are to fly the Tech-Wing into KAOS itself, disable its defenses and destroy it from within. Your fighter is equipped with a limited number of shields, speed boosters and homing missiles, which can be replenished by Power-Ups along the way. Gauges on your heads-up display indicate your ship's fuel, shield and weapon status. Launch when ready!




HOMING
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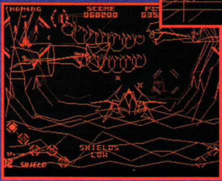
The game features some interesting enemies and environments, and it takes good advantage of 3-D special effects.


HOMING
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068200
SHIELDS LOW
SHIELD

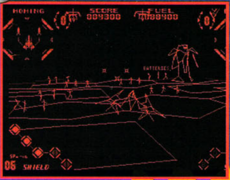
The action is not as fast as that of Star Fox, but there is a sense of actually moving through three dimensional space.

RED ALARM EXPERIENCE AERIAL COMBAT IN THREE DIMENSIONS!

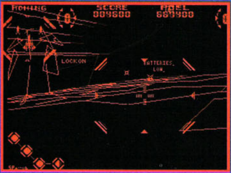
STAGE ONE

OUTER DEFENSES

This first stage is fairly quick and simple, giving you a chance to practice controlling your fighter, blasting airborne and ground-based enemies, and maneuvering through the maze of ducts and tunnels. Along the twisting route, you'll see tiny figures servicing enemy mechs that flee in panic at your sudden approach. Are these humans or robots? Are they free participants or unwilling slaves in this computerized conflict?

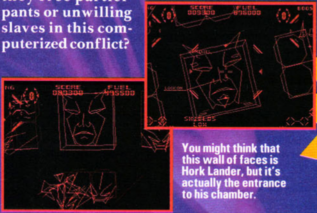


HOMING
SCORE
FUEL
BATTERIES
SHIELD



HOMING
SCORE
FUEL
LOCK ON
BATTERIES LOW

Though there are some twists, turns and obstacles, it's not difficult to navigate through the first stage.

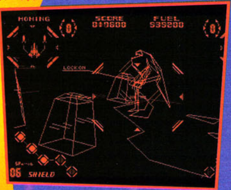


SCORE
FUEL
LOCK ON
SHIELDS LOW

You might think that this wall of faces is Hork Lander, but it's actually the entrance to his chamber.

DANGER ZONE

Each stage ends in a Danger Zone, a shielded area that houses a major adversary. Hork Lander is the mech guardian of Stage One, but he won't put up much of a fight. Just be careful of the other enemies flitting about, as they'll shoot at you while you're concentrating on Hork Lander.

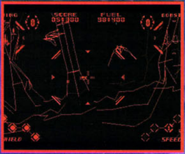


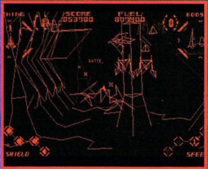
HOMING
SCORE
FUEL
LOCK ON
SHIELD

STAGE TWO

TAKING A WRONG TURN

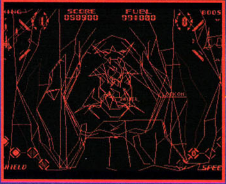
As you enter Stage Two, you'll notice that the tunnel seems almost...organic. It also twists and turns much more than it did before, and you can actually get lost down here! If you reach a dead end, try to trace your route back to a recognizable spot or even to the beginning. You might also change your viewing mode to get a better idea of which way the tunnel is going. More and more enemies come out of the metalwork, so keep an eye on your shield and missile gauges as you go.





SCORE
FUEL
SHIELD

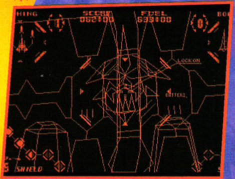
In this area, the environment looks more like the inside of some sort of giant creature than a machine.



SCORE
FUEL
LOCK ON

DANGER ZONE

Barbaray is tougher than Hork Lander and more maneuverable. You might try a "hit-and-run" strategy of strafing him and then flying off at high speed. Another tactic is to fly straight toward him to get his attention, then start flying backwards, shooting and dodging all the while.

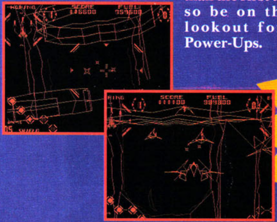


SCORE
FUEL
LOCK ON
SHIELD

STAGE THREE

WATERY GRAVE

With its fish-shaped mechs and seaweed-like growths on the cavern floor, Stage Three seems like it could be under water. The tunnel starts to plunge and rise at very severe angles, and you'll need to adjust your speed to keep moving smoothly through the maze. This stage is longer than the first two, so be on the lookout for Power-Ups.


HOMING
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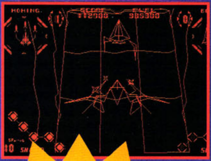
HOMING
SCORE
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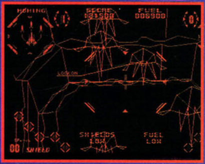
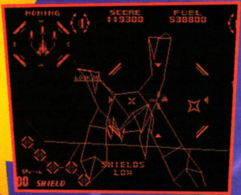

HOMING
SCORE
FUEL
LOCKON
SHIELDS LOW
FUEL LOW
SHIELD

There are relatively few long, straight sections in this tunnel, so the speed boost might be more hindrance than help.

DANGER ZONE

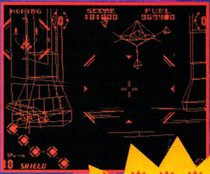
There are no minor enemies in this Danger Zone, probably because this trio of combat mechs is challenge enough! These droids have extremely thick skins and two types of weapons. Once again, a shoot-while-retreating strategy might be the best battle plan.


HOMING
SCORE
FUEL
LOCKON
SHIELDS LOW
SHIELD

STAGE FOUR

BREAD CRUMBS, MAYBE?

A trail of bread crumbs might come in handy in this stage, as the threat of getting lost or turned around within the maze is very real! Another concern is the sheer number of enemies you must face, including two not-so-minor opponents that guard the entrance to the Danger Zone. With all of these hazards taking up precious time, your Tech-Wing may run out of fuel long before you ever reach the Danger Zone!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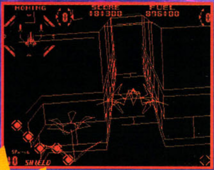
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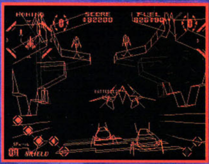
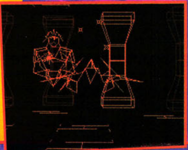

HOMING
SCORE
FUEL
SHIELD

There are few power-ups to be had, so you'll have to rely on your superior flying skills.

DANGER ZONE

This menacing mech is just one of the Danger Zone guardians. He bounces and rolls wildly, but he doesn't shoot much, and you can take refuge behind pillars. As tough as he is, the foes that follow are even worse!

There are some sections through which there is only a narrow opening. Watch your speed gauge!



DESCENT INTO DARK KAOS

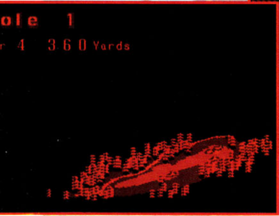
You're now penetrating deeper into KAOS. You're the last, best hope for wiping out this ultimate engine of war! Do not fail!

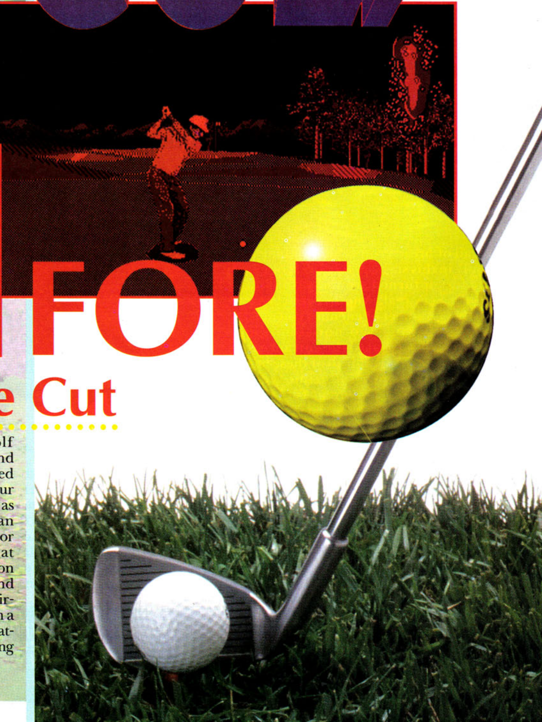
T&E'S NEW GOLF GAME LEAVES THE REST IN THE ROUGH.

©1995 T&E Soft Inc.

Tee it high and let it fly! T&E Soft, the company that developed best selling golf games like True Golf Classics: Pebble Beach Golf Links and Wicked 18, redefines the genre with the first golf game for the Virtual Boy. Grab your clubs as we explore the features of this password backed game!

GOLF™





Make The Cut

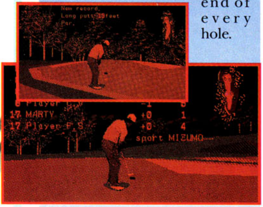
Remember your first video golf game? Flat, tabletop fairways and warped, unreadable greens robbed you of both your good shots and your patience. Now those days are as lost as a power-sliced ball. Employing an innovative, high-speed 3-D processor called POLYSIS, the developers at T&E Soft have transformed polygon surfaces, wireframe modeling, and graphic patterns into a stunning virtual world of golf. Take a swing on a sloped fairway, shoot from an elevated tee, and putt across the undulating surface of a green...or is that a red?

Play It Your Way

Do you want to tee off against other players or play alone against the course? T&E Golf is packed with options to meet virtually all your needs.

Tournament

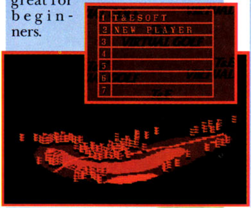
Can you golf seventy-two holes against forty-seven players? Grab your clubs and hustle out to the first tee! Don't forget to check player standings at the end of every hole.



How many holes can you virtually complete in a day? Find out when you tee off against forty-seven players over seventy-two holes.

Stroke

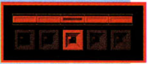
Play against your best score or someone else's total in Stroke Play mode. Players are allowed to tee off of the shorter Member's Tees. This mode is great for beginners.

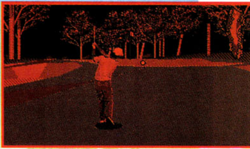


Play against yourself or practice on the tough holes in Stroke Play mode. You can tee off on the shorter length Member's tees.

Options

Get a good read on the ball! T&E's Golf has five different depth perspectives, allowing players the opportunity to customize the game to suit their viewing preferences.



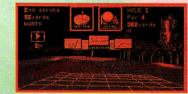


Looking for a wide angle view? Select the "Menu" icon and customize the game's depth perspective to meet your individual taste.

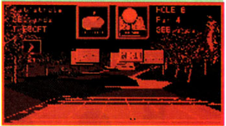
Game Options That Hit the Sweet Spot

T&E's Golf is packed with a multitude of easy-to-learn options to suit every player's style of play. Anything else is a Double Bogey Golf game.

Easy Access

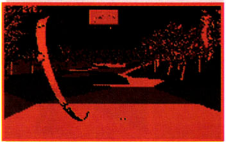


There's no slow players on this course. T&E organizes a massive variety of options in a logical menu format. Quickly locate and access game options and commands in a user friendly rotating menu system.

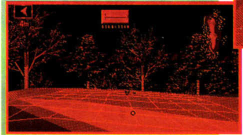


Take a scroll before the ball rolls! Multiple menus let you change button configurations, alter your viewing perspective, see course records or review the high and low points of your last shot.

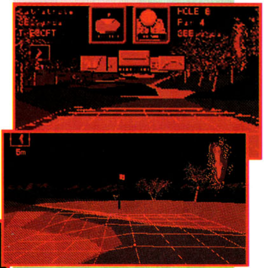
Nice Shot!



After you pick your club and adjust your stance, determine how much power you want behind your swing. You can even pick the point of club impact on the ball. Practice your short game—wedge shots are tough to master.



Get A Read



Having a tough time reading the break on your birdie putt? Don't sweat it! Select the Grid Option and scope out the terrain in front of the hole. You can scroll around and examine your approach from all directions.

GOLF

THREE DIMENSIONAL FAIRWAYS SO REAL YOU CAN SMELL THE FRESHLY CUT GRASS!

PRO SHOP TALK

DIVOT'S ADVICE

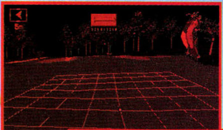
Hiya! Lookin' fer golf tips from a tired, old duffer? Well, brush the grass off your spikes and pull up a bench. Don't mind ol' Divot—he looks funny 'cause he fell off a golf cart. Ya know, Papillion ain't no beginner's course. Every mornin' those crafty greens keepers plan something new. Did you know that the holes play longer in Tournament mode? You can't even buy a mulligan! Now listen up—I'll give you some advice for beating some of the toughest holes in golf...

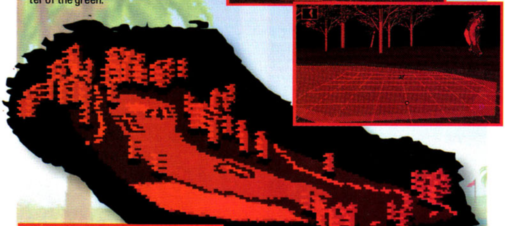
Hole 4 Par 4

The par four, 420-yard fourth hole is a tough dogleg to the right, but the real trouble is the large red lake running along the left side of the fairway. Slice your tee shot and you'll be digging sand out of the right fairway bunker. Birdie players play the ball straight and narrow, while the bogey players land everywhere else. Try not to get bit by this nasty dogleg.

Mean Green

Even when you get past the bunkers guarding the entrance to the green, there's no telling where those mean greens keepers placed the pin. Watch out for the speed bump dividing the center of the green.

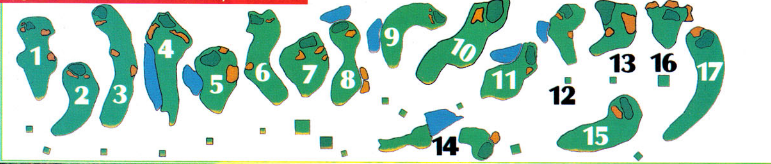




Down The Middle

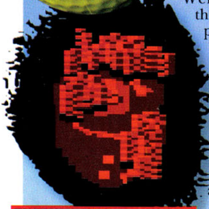
The fourth hole rewards the accurate shooters and dusts the rest of the duffers. When teeing off, aim for the narrow fairway at the corner of the dogleg. Anything landing right gets sandy, and anything left is all wet.

Papillion Golf & Country Club



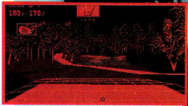
Hole 13

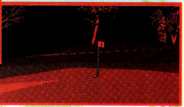
Par 3



Welcome to the unlucky thirteenth! This 180-yard, par three hole bends slightly from right to left. Watch the pin placement on the green—nearby trees rob many players of birdie opportunities. Feeling lucky? Adjust your stance and you might have a chance at a hole in one!

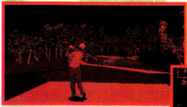
Hole In One!

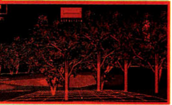




Check the direction of the wind and aim for the hole. You just might make it!

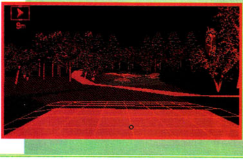
Tricky Tree Limbs





There's a saying in golf that trees are 85% air. Care to test the theory?

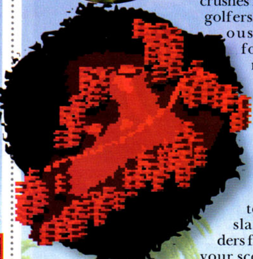
No Easy Par



The thirteenth hole rewards the good short game players. Work on your wedge shots and NEVER three-putt.

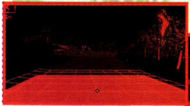
Hole 18

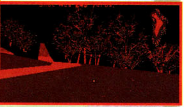
Par 4



Papillion's final hole crushes foolhardy or lazy golfers. The mountainous 350-yard, par four hole is dominated by a fairway bunker that devours normal tee shots. Players fortunate enough to earn par should consider themselves pro tour material. A slanted green renders final judgment on your scorecard. Take a read and watch your speed!

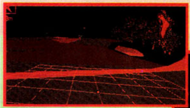
Bunkers!

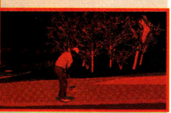




The eighteenth's multitude of bunkers is enough to drive anyone bonkers. Aim carefully and you'll avoid spending a bad day at the beach.

Tough Approach





Even if you avoid the fairway bunker, the rough around this final hole can swallow your ball.

Holing out on this green can be an uphill or downhill struggle. Get a good read and check your putt speed.

Hole Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Par	4	4	5	4	3	4	3	4	5	4	4	4	3	5	4	3	5	4
Yards Championship	390	360	420	480	200	370	160	440	510	460	380	370	180	570	410	180	490	350
Yards Membership	360	335	470	470	185	355	145	410	465	420	345	340	150	540	375	160	455	340
Name 1																		
Name 2																		
Name 3																		

SYNDICATE™

BRAVE NEW WARLORD

Super NES

Ocean rolls out an intriguing hybrid of shoot-'em-up action and brain-stretching simulation. In the future, brutal crime syndicates have seized control and divided the world into 50 fiefdoms. Your not-so-easy goal: world domination for your syndicate! To achieve it, you'll have to arm and direct squads of cyborgs on more than 50 deadly missions. Up to four can play this game, which retains all the excitement and challenge of the much-talked-about PC version!

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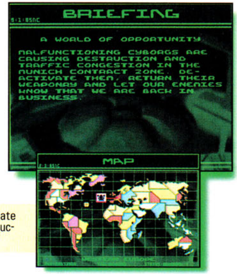
CYNICAL SYNDICALIST

As a brash young executive, you'll have to prove your mettle by taking on increasingly tough assignments worldwide. You'll find yourself offing assassins, rescuing kidnap victims and even battling rival cyborgs in the reptile house of an old zoo!



BRIEFING

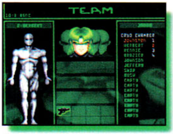
A WORLD OF OPPORTUNITY

MALFUNCTIONING CYBORGS ARE CAUSING DESTRUCTION AND TRAFFIC CONGESTION IN THE MUNICH CONTRACT ZONE. DE-ACTIVATE THEM, RETURN THEIR WEAPONARY AND LET OUR ENEMIES KNOW THAT WE ARE BACK IN BUSINESS.

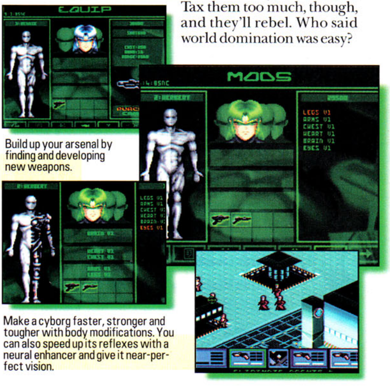
The world map flashes to indicate regions de-stabilized by your successes. You can send your cyborgs into these vulnerable areas only.

CYBORG SQUAD

Before each mission, dip into your Cryo Chamber to select teams of one to four cyborgs, then arm them and modify their various body parts. You can also spend funds to develop advanced weaponry and body parts. All this is quite costly, which means you'll have to tax the populations under your control. Tax them too much, though, and they'll rebel. Who said world domination was easy?



All cyborgs are created equal, but can be armed and modified differently.



Build up your arsenal by finding and developing new weapons.

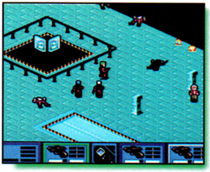
Make a cyborg faster, stronger and tougher with body modifications. You can also speed up its reflexes with a neural enhancer and give it near-perfect vision.

THE MARTIAL MISSIONS

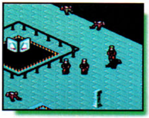
TAKE 2

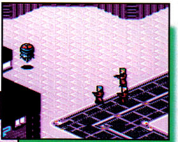
TO SEVER AND PROTECT

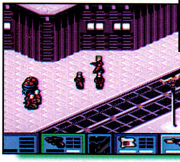
A flashing yellow triangle indicates mission targets, while a cross hair appears when your cyborgs are in range of any civilian, enemy cyborg or enforcer droid. Try to resist the urge to squeeze your trigger indiscriminately. You don't want to spill innocent taxpayer blood, do you? You can easily identify enemy cyborgs by their flaming orange hair and black outfits. While some missions call for liquidating enemy cyborgs, others require you to win over misguided civilians with the Persuadatron. Offing these civilians is an especially bad career move that's guaranteed to bring down the wrath of the Syndicate Executive!



Be sure to pump up the volume. Loud gunfire and a trail of bodies warn you when an enemy cyborg is near.



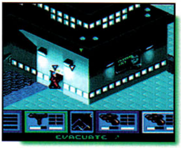


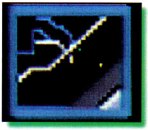


Enforcer droids hover just above the mean streets of the future. When destroyed, they'll often leave valuable ammo or weapons.

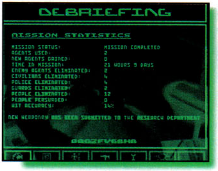
THE HIGH AND THE MIGHTY

For each mission, you stand on a control platform far above the city streets, observing and controlling the action below. You won't be able to see your cyborgs when they go into buildings and duck behind walls, so you'll have to use the Scanner at the bottom of your screen. Different colors on the Scanner identify civilians, enemy cyborgs, walls and other objects. You can juice up a cyborg's capabilities via the CHIP in its neck. This device controls Adrenaline, Perception and Intelligence (API) levels. Crank these levels down when the coast is clear, or your cyborg will develop a dependency problem. As a last resort, you can self-destruct specially modified cyborgs, wasting anyone and anything unlucky enough to be in the vicinity.





The scanner helps you find a path through narrow, twisting hallways.



```
DEBRIEFING

MISSION STATISTICS

MISSION STATUS:              MISSION COMPLETED
AGENTS USED:                 2
NEW AGENTS GAINED:           0
TIME IN MISSION:             21 HOURS 9 DAYS
ENEMY AGENTS ELIMINATED:     2
CIVILIANS ELIMINATED:        4
POLICE ELIMINATED:           4
GUARDS ELIMINATED:           2
PEOPLE ELIMINATED:           12
PEOPLE PERSUADED:            0
HIT ACCURACY:                14%

NEW WEAPONRY HAS BEEN SUBMITTED TO THE RESEARCH DEPARTMENT
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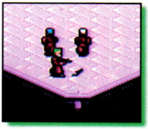
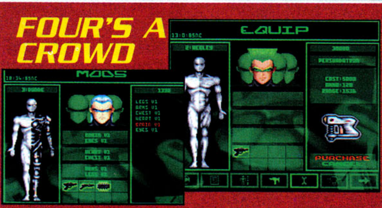


The debriefing after each mission provides a statistical rundown of how you and your cyborgs did.

POWER-UP

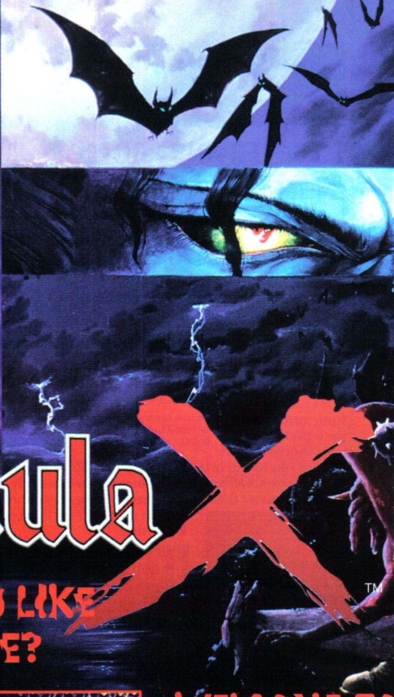
Fully arming and modifying four cyborgs can quickly deplete your cash reserves, especially during your low-budget early missions. What's more, only seasoned syndicalists can deftly control four cyborgs at once, so it's often best to go with only two cyborgs. Beef up your dynamic duo by giving them extra chest protection and super vision, and maybe even an extra shotgun or two.

FOUR'S A CROWD



On persuasion missions, one cyborg can carry the pricey Persuadatron while its fully armed partner clears out the bad guys en route.

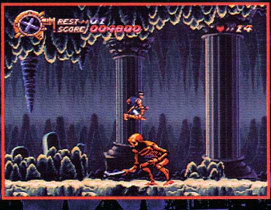
Josef burst into my house, sweating with fear. "Josef? What is wrong, my friend? Here, sit down." He stared at me, eyes wide, his trembling mouth working in spasms. "Richter...it is Annet and Maria. They're gone. Dra—Dracula has taken them! The Lord of the Undead lives again!"

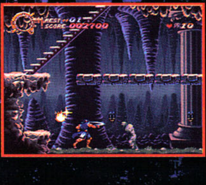


Castlevania® Dracula X™

HOW WOULD YOU LIKE YOUR STAKE DONE?

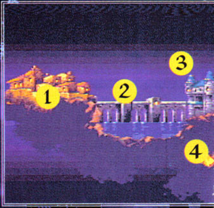
With a flash of lightning and a crack of thunder, Konami's latest Castlevania title finally makes its way to North America as Castlevania: Dracula X. This is the first Castlevania game to be released in the U.S since 1991's Super Castlevania IV. It's a testament to the appeal and quality of this game series that fans would be clamoring for yet another installment after eight years and six previous titles. This time around, it's Simon Belmont's descendant, Richter, who must seek out the vampiric head honcho, rescue two fair damsels in distress and restore peace and prosperity to the Transylvanian countryside.





Unlike Super Castlevania IV, which featured an eight-way whip, you can whip only to the left or right.

WELCOME TO

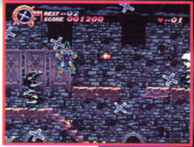


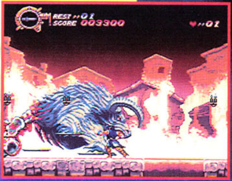
Like previous Castlevania games, you must progress through various side-scrolling stages, whipping into submission the sundry ghosts, ghouls and goblins that Dracula commands. A welcome addition

©1995 Konami

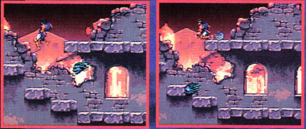
DEADLY NEW MOVES

To make up for your whip's short attack range, you can pick up other weapons in each stage. Secondary weapons are powered by the heart icons you gather, and usage costs vary. Hold Up and press the Fire button for a single shot from your special weapon, or press X for a powerful special attack that strikes everything on the screen.



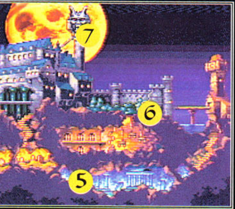


Special attacks, like this blast from the Knife, use more stored hearts than single-shot attacks.

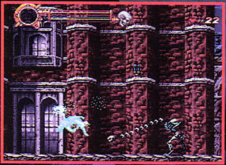


Another new move is the back flip. Crouch and quickly press the Jump button twice to sail over your tormentor's head.

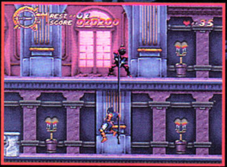
CASTLEVANIA



to the unlimited continues are the passwords that you'll receive along the way. Another cool feature is that the path through some stages—and even major enemies you encounter—can change, depending on what you do or don't do!



Inventive adversaries and moody backgrounds contribute to the Gothic atmosphere.



The lack of a multi-directional whip attack is keenly felt in some stages.

NEEDFUL THINGS

The maps on the following pages show the locations of weapons and Power-Ups. You can collect up to 100 hearts, but you can hold only one secondary item at a time, so make sure you really want a particular item before you take it.

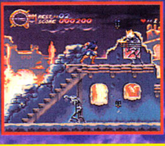
HEART
BOOMERANG
AXE
KNIFE
HOLY WATER
OTHER GOODS

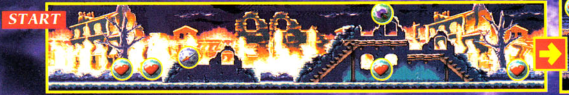
STAGE 1 A VILLAGE AFLAME

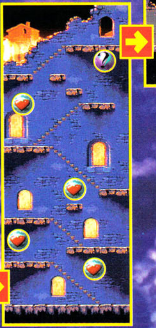
Taking my ancestor's chain link whip from its place of honor above the mantel, Josef and I strode into the street, where we beheld a scene of chaos. "The village! The monster is burning our homes!" Josef turned to me. "Dracula would destroy an entire village just to wreak vengeance upon the Belmont family. It is your duty to answer his challenge, to battle through the flames and reach his castle!"

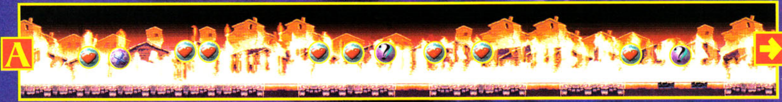
SHUFFLING ALONG

The skeletons in the first part of the stage pose little threat, but those that come after throw bits of themselves at you. You can sample different weapons, but don't waste hearts using special attacks on easy targets.



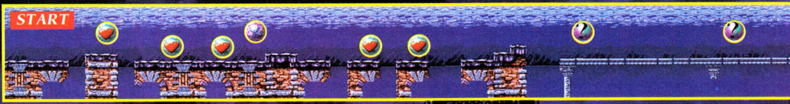






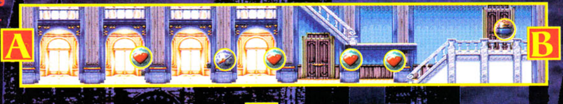
STAGE 2 A BRIDGE TOO FAR

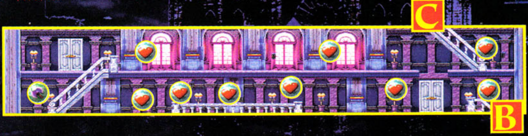
Centuries of neglect had reduced the outside of the castle to a moldering wreck. The crumbling path to the gate collapsed into the chasm as I made my way across, but my beloved Annet and her sister Maria were trapped somewhere beyond, and I could not allow myself to be overwhelmed by fear. The maze of stairs and corridors crawled with all manner of fell creatures, and I had to be careful of surprise attacks from above.

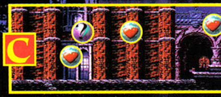


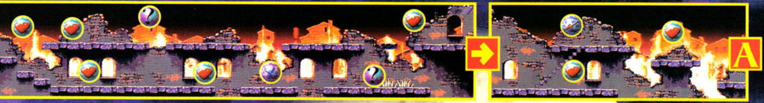
NEEDFUL THINGS

- HEART
- BOOMERANG
- AXE
- KNIFE
- HOLY WATER
- OTHER GOODS



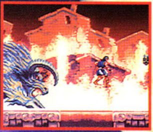






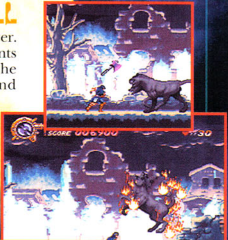
HURRIED & HARRIED

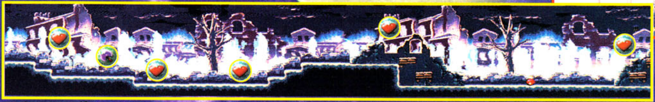
This area automatically scrolls, giving you little chance to collect the numerous items as the beast follows you. The beast, however, falls into the flames at the end of the stage.



HOUND OF HELL

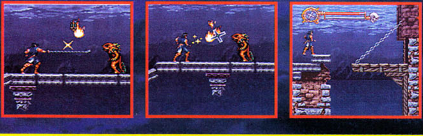
This first major foe is no pushover. There is a pattern to his movements as he leaps from side to side, but he often ends up off the screen and out of sight. As you hit him, be prepared to leap onto a platform to avoid his fireball attack. Another way to avoid the fireball is to leap towards and over it as it travels across the ground.

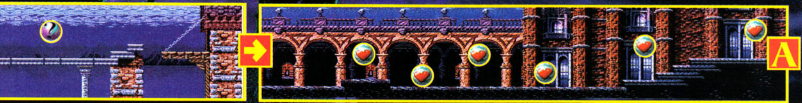




SHOOT FIRST

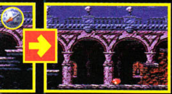
As you move across, let the sections you're on begin to collapse and then whip the space ahead of you before you jump. If you don't get the timing right, the fish men will knock you off the bridge as you leap.

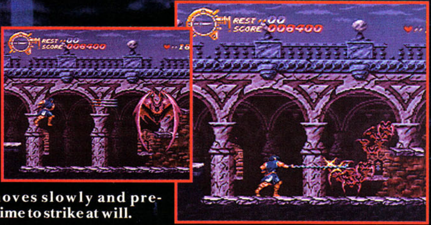




BATS APLENTY

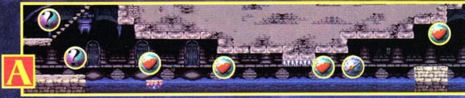
It's tempting to jump onto the platforms for this battle, but you might fare better if you stay on the ground, especially if you have the axe. The large bat will break up into smaller bats after a single hit, only to slowly reform into one creature. Special attacks don't help much, but the cluster of small bats moves slowly and predictably, giving you time to strike at will.

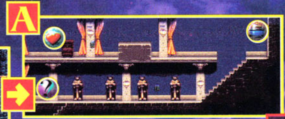


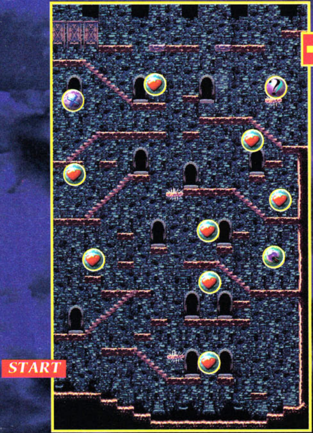


STAGE 3 WATCH YOUR STEP

The next stage of my journey took me deeper into the confines of the castle. The stairs and platforms were rife with floating, ghostly heads and flame-breathing guardian statues. I eventually came to a huge chamber in which my only path across was made up of a series of uneven pillars. I shuttered to think of what waited for me below if I fell!

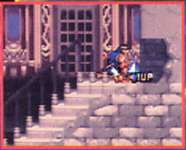






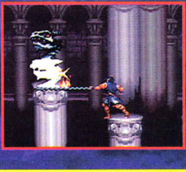
RARE 1-UP

In the long room just after you cross a waterway, you'll find this staircase. Crouch down and whip the wall to find a rare extra life. You'll need this if you end up facing the headless knight!



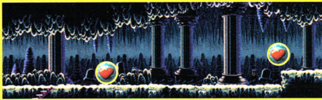
BALANCING ACT

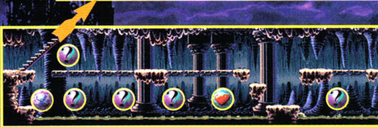
If you make it across the pillars, you'll meet up with the headless knight and proceed to Stage 4-the high road. If you fall off the pillars, you'll skip the rest of Stage 3 and proceed to an alternate Stage 4-the low road-one that's quite different from the "normal" course.

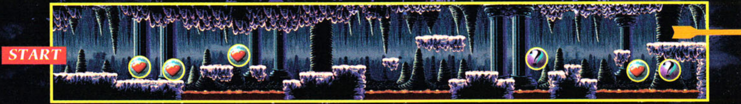


STAGE 4 THE LOW ROAD

The room of pillars had been designed as a double-edged trap. If the flame-breathing statues didn't get me, the floating heads would knock me off the pillars and send me tumbling into the caverns below. As a boy, I had heard stories about what lay below the foundations of the castle. According to the tales, there were caves that were filled with seething pits and populated by creatures made of steaming, dripping mud. Worse yet, the path was booby-trapped with platforms that would suddenly flip the unwary into the bubbly mire. The mud itself was not fatal, but it would slowly pull trespassers to a messy end.

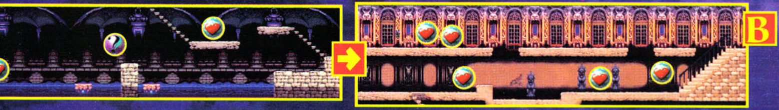


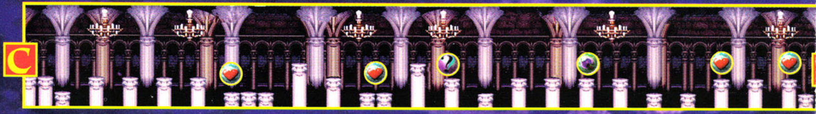


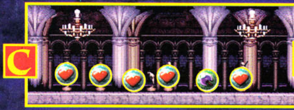


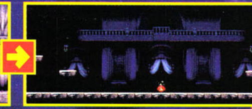
NEEDFUL THINGS

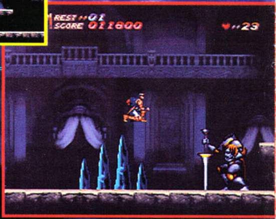
● HEART ● AXE ● HOLY WATER ● BOOMERANG ● KNIFE ● OTHER GOODS











HEADLESS HORROR

If you don't fall off the pillars, you'll soon confront this battered and beheaded knight. You'll cause more cumulative damage with single shots from your special weapon than with special attacks. The platforms offer some protection, but be wary of the flying head. You can leap over the spikes that the knight calls out of the floor, but it's nearly impossible to leap over his head (neck?) without taking damage.

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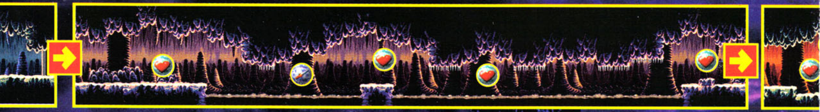
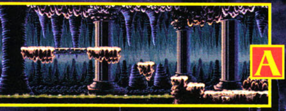
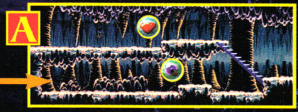
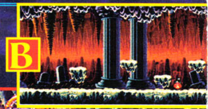


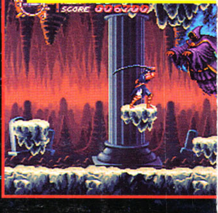




BURNING RAGE

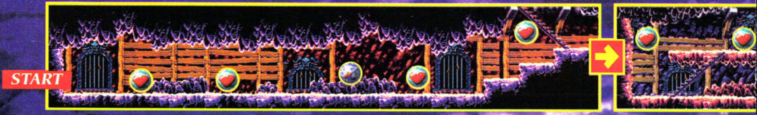
The exit from the alternate Stage 4 is guarded by a spectre with a formidable bag of tricks. He shifts from side to side, throwing fireballs around the chamber. You can destroy the fireballs with your whip, but if one of them touches you, you'll be partially paralyzed for a few seconds. The spectre regenerates after his first life bar is gone, so conserve your hearts.





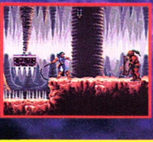
STAGE 4 THE HIGH ROAD

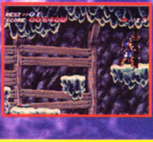
I had hoped to avoid the lower chambers of the castle, but the path eventually turned down anyway. Luckily, I did not encounter the mud pits, but the obstacles I faced were dangerous enough. As I trudged onward, great steel blocks lined with spikes plunged out of the darkness above and nearly impaled me! This paled in comparison to the mechanical madness I encountered later: a system of platforms and pulleys designed to carry someone up a vertical tunnel. I might have appreciated this engineering marvel more, if not for the flaming skulls swarming about! I also discovered two locked doors along the route. Perhaps I should have kept the key I found earlier?

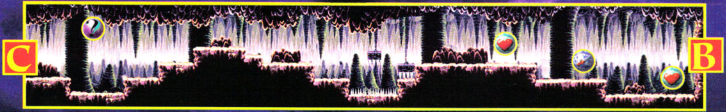


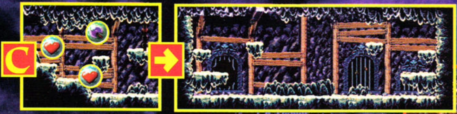
KEY TO SUCCESS

The key that you find near the headless knight's room, which takes the place of the special weapon in your inventory, will open two doors in this stage. Will the lack of extra firepower be outweighed by what you find?



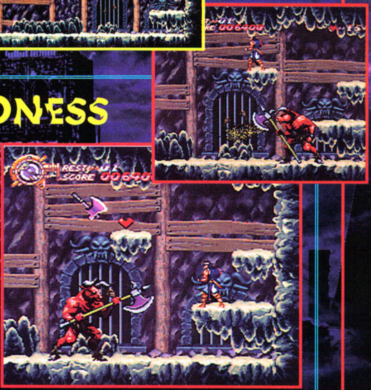






MINOTAUR MADNESS

Dracula has charged the Minotaur with the task of keeping intruders out, and it's a job the bull-headed creature relishes! Platforms once again play a role in your battle strategy as you jump to different levels to avoid the Minotaur's charges and frontal attacks. If you have axes, you can toss them over his blocking weapon and strike him in the head. When he throws his head back, he's getting ready to toss some rocks. If you time it right, you can run in under the shower of stones and strike him twice before he can react.



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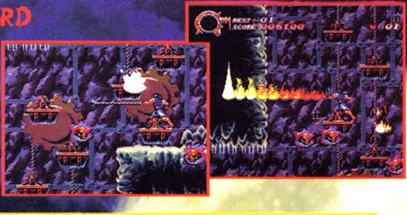
RD AND UPWARD

g skulls that haunt this elevator fly in unpre- atterns, so you'll find rouching and leaping as you battle them. They more hits to destroy, and em when you can might s well as trashing them.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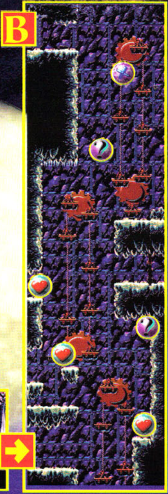
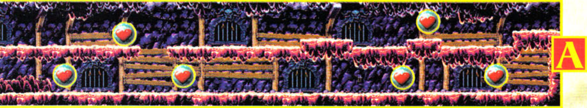
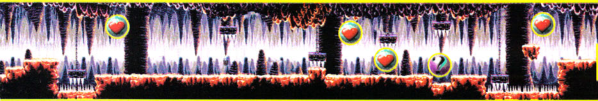


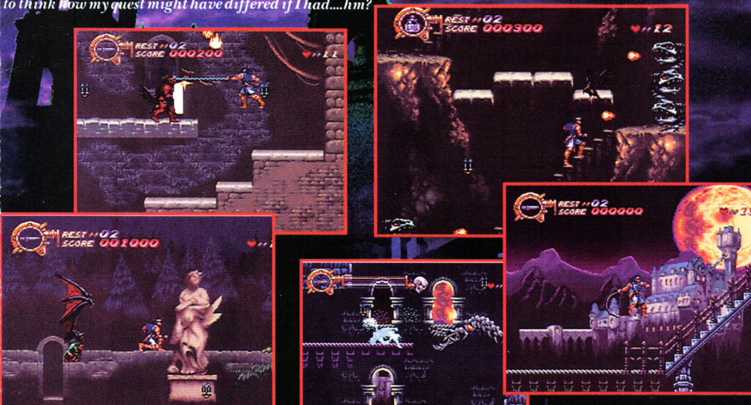




THE HORRORS TO COME

My journey continued deep under the earth and high into the towers of the castle. Red knights and green giants, walls of moving rocks and machines of great size were just a few of the challenges I conquered. I shudder to think how my quest might have differed if I had....hm?

What's that, child? Did I ever save my beloved Annet and her fair sister Maria? Well, it's a long story, and the hour grows late....and it's a tale perhaps best told in the daylight!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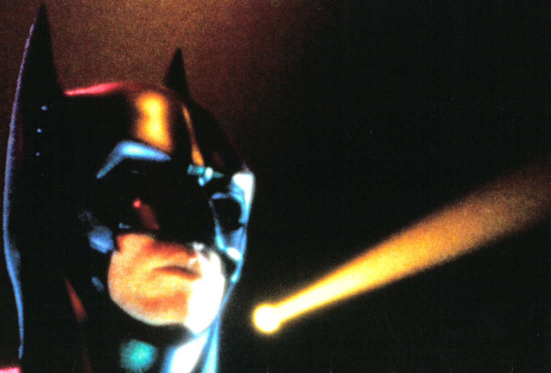
The Real Game Begins

BATMAN™ FOREVER



Coming soon
to your
Super NES
from Acclaim

NINTENDO POWER

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EPIC CENTER

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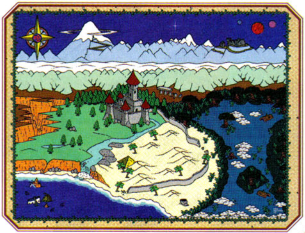
EPICS ON-LINE

If you love epics and want to meet some new friends who share your passion, the hottest place in cyberspace is the Nintendo Power Source Epic Center on America Online. You'll find the latest news, bulletin boards and ongoing creative adventures like Wizard's Realm. You'll also be able to chat live with epic fans and people from Nintendo, Square and other licensee companies. Final Fantasy fans will find ongoing epic struggles between clubs of Moogles, Yetis, Dark Moogles and other beings of fantasy...and anyone can join.

In Wizard's Realm, you'll find hundreds of postings that follow various heroic and evil characters on adventures in the land of King Golbert. You can choose to be one of dozens of characters, like Duke the brave he-man, Chargon the evil dragon, or Peach the fairy creature who often travels disguised as a basset hound. The rules for this interactive RPG are simple and you can even submit your own ideas, which may then become a part of the Realm. Postings from the King or Wizard give characters clues or send them off on new adventures. It takes imagination and a computer, but Wizard's Realm and other upcoming on-line RPG experiences in Epic Center offer a fun way to explore new worlds.



THE EPIC CALENDAR

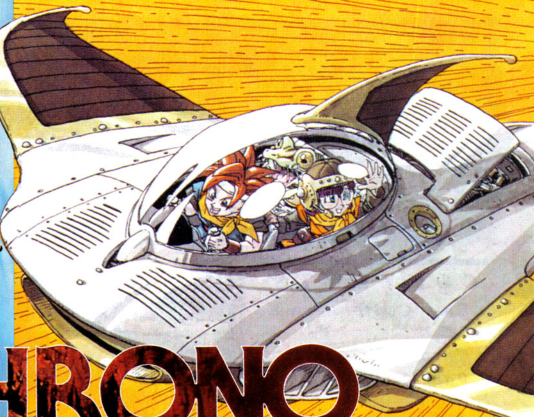
Here's the latest read on upcoming epic games. Chrono Trigger hit the shelves last month and should still be available.(A Chrono Player's Guide hits this month.) This is the biggest game ever from Square Soft, but another blockbuster is due out in November when Secret of Evermore arrives. Together, these two epics alone would make 1995 the best year ever for epic gamers, but there's much more on tap. As for Secret of Mana II, the latest word from Square Soft is that the sequel may appear in 1996, but the final decision has not yet been made. We also learned from sources at Square Soft that development on a new adventure has already begun at the U. S. office and that the same team that created Secret of Evermore is back in the saddle. Since the preliminary design of the new game has just begun, we have no details yet.

At Enix, the focus on The Seventh Saga II has shifted to 1996. According to Enix America, the game still needs to be translated into English and probably can't happen in this year. That is also true of the other upcoming Enix products, including Genesis and Dark Half. The good news is that Dragon Quest VI (Dragon Warrior 5 in the U.S.) may actually arrive early. Enix now reports that the massive epic may arrive in the Spring of 1996. In all, Enix plans to release four new epics in 1996. As for this year's surprise hit, Ogre Battle, Enix reports that every shipment has sold out, but they continue to reorder. If you can't find Ogre Battle currently, ask your retailer if a new shipment is on the way.

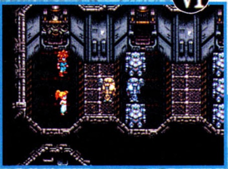
Koei's two fall titles—Civilization and P.T.O. II—should appear in October and November respectively. These may be the final 16-bit titles from Koei. The space colonization game and Brandish II mentioned previously in Epic Center now look unlikely to be released for the Super NES. Contacts at Koei, however, are looking forward to continuing their line of excellent historical strategy games on the Nintendo Ultra 64.

Capcom's Breath of Fire 2 should be out this November. Tecmo's Secret of the Stars should be out already. And, in November, your Epic Center news reporter will travel to Shoshinkai in Tokyo to report on the first NU 64 epics from Koei, Square and other Japanese companies.

Epic Center continues its coverage of the ultimate RPG: Chrono Trigger, from Square Soft.



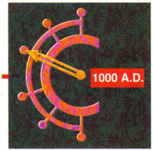
CHRONO TRIGGE



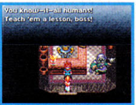
Our story so far.....

When last you visited the pages of Epic Center, our heroic party members had managed to extricate themselves from the Proto Dome and zap themselves to the End of Time. Now, you will follow Crono and his friends on the quest for the Masamune sword and then into the dark lair of the evil Magus himself. The trail leads from the magical town of Medina to the prehistoric jungles where reptites battle early humans for dominance. In the end, you must help right a terrible wrong.

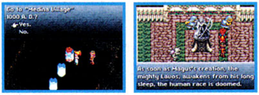
Magical Medina



Although you may be tempted to go home for a rest, the best thing for you to do once you leave the End of Time is to warp to Medina Village 1000 A.D. Arriving in Medina, you'll step out of a closet in one of the houses. Instead of finding people, you'll find goblins who really despise human beings. They are subjects of Magus, the evil ruler of the southern continent.



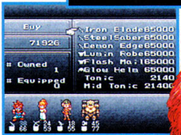
You know-it-all humans!
Teach 'em a lesson, boss!



Go to "Medina Village"
1000 A. D.?
Yes.
No.

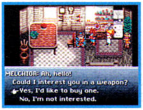
As soon as Magus's creation, the mighty Lavos, awakens from his long sleep, the human race is doomed.

At the End of Time, take the portal that leads to the odd town known as Medina Village, in 1000 A.D.



```
Buy          Iron  Blade65000
             SteelSaber65000
71926        Demon  Edge65000
             Lumin  Robe65000
# Owned      Flash Mail65000
       1     Glow Helm  65000
# Equipped    Tonic      2140
       0      Mid Tonic 21400
```

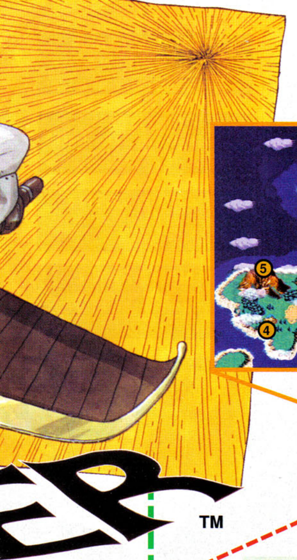
The natives don't think very highly of humans. Before you can buy anything in Medina, you must fight the proprietor. Even after that, the prices are too high.



MELCHIOR: Ah, hello!
Could I interest you in a weapon?
Yes, I'd like to buy one.
No, I'm not interested.

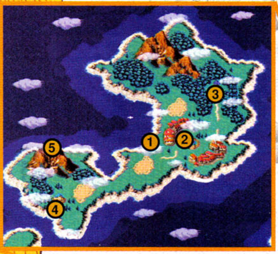
Melchior is the key to the Masamune Sword. Only he can mend the sword and make it whole again.

Chrono Trigger™ ©1995 Square Soft Bird Studio/Shyueisha
Illustration by Akira Toriyama



Medina Village

In Medina, you'll learn about Magus and the feelings these goblins have for humans. Talk to everyone, then head to Melchior's Hut and Heckran's Cave where there is a Time Gate to Truce.



- ① **Residence**
- ② **Medina Square**
- ③ **Forest Ruins**
- ④ **Melchior's Hut**
- ⑤ **Heckran's Cave**

MEDINA VILLAGE

This is an information stop. Even if you have to fight characters before they talk to you, it's worth it to learn about Magus.

MELCHIOR'S HUT

Melchior is a wise arms dealer who lives southwest of Medina. For now, you can buy weapons from him.

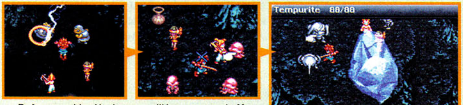
HECKRAN'S CAVE

Fight your way through this cave and defeat Heckran using your newly discovered magic abilities.

HECKRAN'S CAVE

Heckran's Cave

Heckran has guarded the secrets of his cave for years. If you defeat him, you'll discover that Magus and Lavos share an ancient and mysterious connection. Heckran's attacks can be fierce, so use Marle's healing techniques to keep your party healthy while you use combos with Crono and Lucca.



Before reaching Heckran, you'll have to ward off the attacks of Heckran's henchmen. Use the Save point to heal up before facing Heckran.

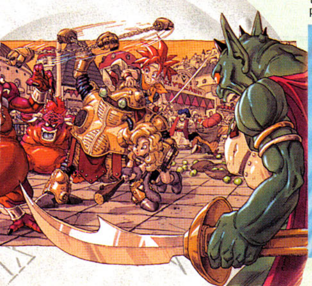
HECKRAN

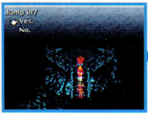
2,100 HP

As a creature who lives by magic, Heckran can also be defeated by using magic. Its Water attack can drown any hope of success, however, so make sure you are prepared to heal your party instantly using Marle or powerful Mid Tonics. Use Crono and Lucca's combos, such as Flame Toss and Fire Whirl, to burn Heckran and kick some ash.

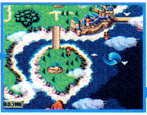
The flood of the Water attack can wash away all of your resistance. Be prepared to heal your party.

The Aura Whirl restores some HP to all of your party members. Also carry Tonic or Mid Tonic.

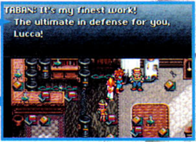




Jump in?
Yes.
No.

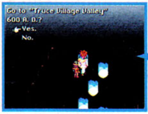


After defeating Heckran, continue deeper into the cave to the Vortex Pool. If you jump in, you'll reappear near Truce Village.



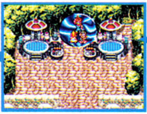
TABAN: It's my finest work!
The ultimate in defense for you, Lucca!

Go to Lucca's house and take the Taban Vest for Lucca's protection.



Go to "Truce Village Valley"
600 A.D.?
Yes.
No.

Gather your courage and return to Truce Village, 600 A.D.



The Time Gate at the fair takes you to The End of Time.

TRUCE VILLAGE

Go to Lucca's House and collect the Taban Vest, then talk to everyone. You can easily win Silver Points against the karaoke robot.

600 A.D.

Take the Time Gate to 600 A.D. and talk to the people in Truce. Magus's army is besieged at the bridge. Talk to the soldiers.

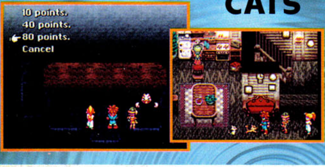
GUARDIA CASTLE

Visit everyone in the castle and talk to the chef. After leaving the kitchen, the chef gives you Jerky for the troops.

ZENAN BRIDGE

Give the Jerky to the men and agree to aid them in their desperate battle. Battle Ozzie and the skeletal Zombor to win the bridge.

CATS

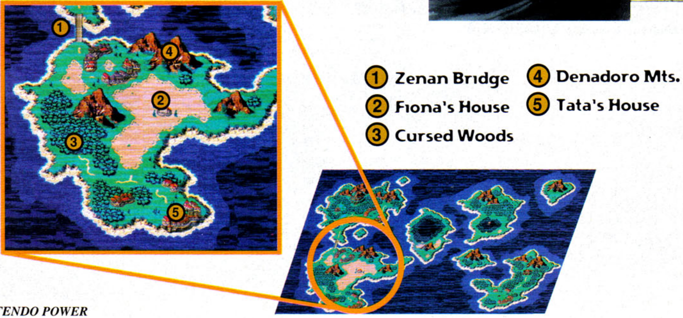


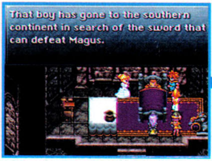
10 points.
40 points.
80 points.
Cancel

The Silver Points can be converted into prizes in Norstein Bekkler's lab. If you win the cat for 80 Silver Points, take it back to Crono's House, then win the Cat Food at Bekkler's and put it in the Cat Dish when you're in town. Your cat may even have kittens.

The trail of evil

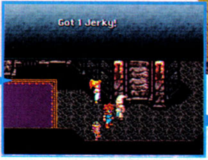
In Truce Village in the year 600 A.D. you will hear rumors of war. Magus's army has taken the southern bridge, but now a hero has appeared. Crono to the rescue! After feeding the troops at the bridge and defeating Ozzie's skeletal champion, you'll move south and hear the tales of a boy who has gone off to find the Masamune—a powerful sword capable of defeating the evil Magus.





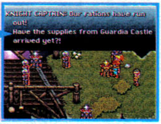
That boy has gone to the southern continent in search of the sword that can defeat Magus.

Visit the King in his chamber in the left tower. He is worried that his kingdom will be lost. Take the Bronze Mail from the chest.



Got 1 Jerky!

Skip downstairs to the kitchens and talk to the chef. As you're leaving, he'll give you Jerky for the troops at the bridge.

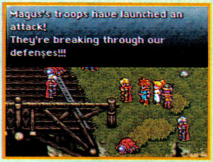


KNIGHT CAPTAIN: Our rations have run out!
Have the supplies from Guardia Castle arrived yet?!

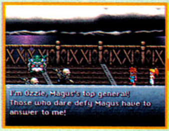
Take the Jerky to the bridge and give it to the Knight Captain for his weakened troops.

ZENAN BRIDGE

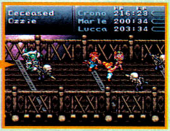
The Battle for Zenan Bridge is about to begin. After agreeing to help the Knights of the Square Table, prepare to face Ozzie and his warriors. Crono's Lightning attacks toast the Deceased warriors quickly. Keep pursuing Ozzie, but don't bother attacking him. You'll have two battles with the Deceased before meeting Zombor, a giant collection of bones waiting just ahead.



Magus's troops have launched an attack!
They're breaking through our defenses!!!



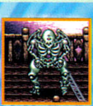
I'm Ozzie, Magus's top general!
Those who dare defy Magus have to answer to me!



Deceased
Ozzie

HP MP
Crono 216:28
Marle 200:34
Lucca 203:34

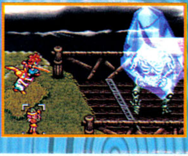
Ozzie only commands the Deceased troops. Don't target him as an enemy, as it will be a wasted effort. Use magic on the skeletons.



ZOMBOR

Head: 960 HP
Body: 800 HP

Zombor suffers damage to his head and body only if you use specific attacks. Ice damages his head while Lightning and Fire hurt his body. If Robo is with you, try the Rocket Punch against Zombor's head. Brave Ozzie will flee to fight another day.



Attack Zombor's head and body according to the susceptibility of each—Ice on his head and Fire on his body.

SOUTHERN VILLAGES

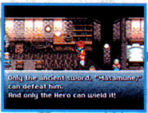
Having broken through to the southern continent, you can now visit Dorino and Porre. Talk to everyone and replenish your healing tonics.

CURSED WOODS

The Cursed Woods hold a secret. In the final glade, you'll find the hidden entrance to Frog's House.

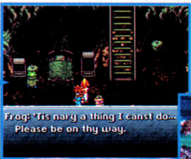
DENADORO MTS.

The dangerous paths of the Denadoro Mts. lead you to Masa and Mune—the keepers of the only sword that can defeat Magus.



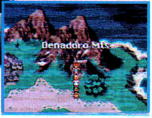
Only the ancient sword, "Masamune," can defeat him.
And only the Hero can wield it!

The tales of the powerful Masamune sword are well known in the towns of the southern continent.



Frog: 'Tis nary a thing I canst do...
Please be on thy way.

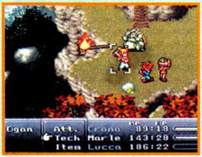
Frog can't bring himself to join you yet. Only when you have the Masamune in one piece will he join.



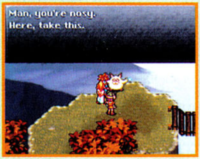
Your party journeys into the canyons and caves of the Denadoro Mts. to find the Masamune.

DENADORO MTS.

Follow Tata into the mountains and prepare to face goblins and lancers. Crono's company must follow the trail to the peak and down the other side to the cave where Masa and Mune guard the legendary sword. Along the way, look for chests filled with loot.



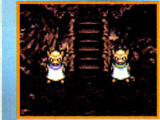
Torch Ogan's hammer with Lucca's Fire Toss and the ogre will become an easy target.



Man, you're nosy.
Here, take this.

The odd creature at the top of the mountain gives you a Magic Tab.

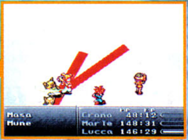
MASA & MUNE

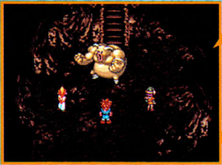


Masa & Mune: 1,000 HP
Fusion: 3,600 HP

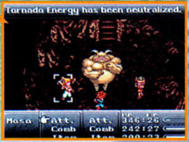
Prove your worthiness to Masa and Mune, individually at first, then again when they fuse into one enemy. Masa and Mune concentrate on combo attacks. Fire and Lightning magic aren't effective. Ice works well, as do Crono's regular attack and Fire Whirl.

Concentrate on keeping your three fighters healthy.





Masamune's tornado attack can be anticipated. Make sure you heal up before the attack!



Tornado Energy has been neutralized.

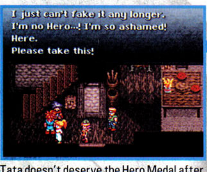
Use Crono's Slash attack to put an end to Masamune's planned Tornado attack.

Treasure Trove

Gold Helmet / Crono, Frog, Robo

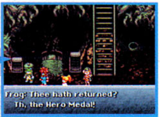
Silver Earring / All Characters

Silver Stud / All Characters



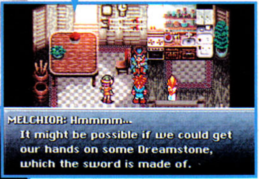
I just can't fake it any longer.
I'm no Hero...! I'm so ashamed!
Here.
Please take this!

Tata doesn't deserve the Hero Medal after running away from the mountains. But Crono has proven himself in battle. Take the medal.

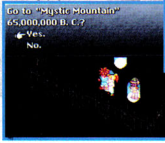


Frog: Thee hath returned?
Th, the Hero Medal!

Seek out Frog in his forest hole and offer him the Hero Medal. If you do, you'll discover the broken half of the Masamune sword.



MELCHIOR: Hmmmm...
It might be possible if we could get our hands on some Dreamstone, which the sword is made of.



Go to "Mystic Mountain" 65,000,000 B.C.?
Yes.
No.

Melchior holds the key to reforging the Masamune, but you'll have to go back to 65 million years B.C. to find the Dreamstone.

TATA'S HOUSE

Return to Tata's House where Crono receives the Hero Medal—the mark of the hero.

CURSED WOODS

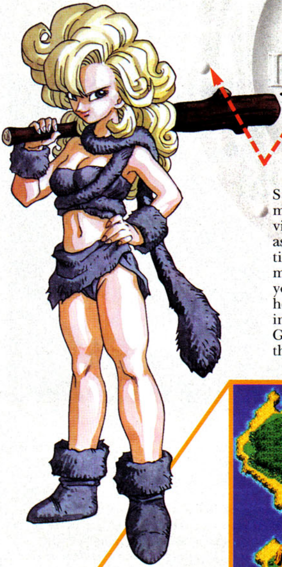
Fight through the forest and go behind the wiggling bush to find Frog's secret home. Get the broken half of the Masamune Sword.

MELCHIOR IN 1000 A.D.

Melchior can forge the sword anew only if you bring him a special mineral called Dreamstone, which is found 65 million years in the past.

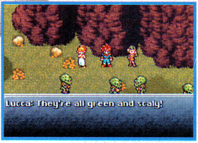
65 MILLION B.C.

The Dreamstone can be won by defeating Ayla in the soup drinking contest at the prehistoric party.



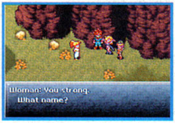
The age of Reptites

Sixty-five million years ago, mankind lived in a struggle for survival with a race of creatures known as Reptites. When you travel back in time to find the Dreamstone, you'll meet the woman warrior, Ayla, and you'll be drawn into the struggles of her tribe. After a wild night of dancing and eating soup, you'll find the Gate Key is missing and the door to the future is locked.



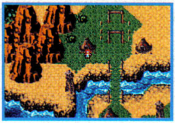
Lucca: They're all green and scaly!

The Reptites compete with early humans in this ancient period of time.

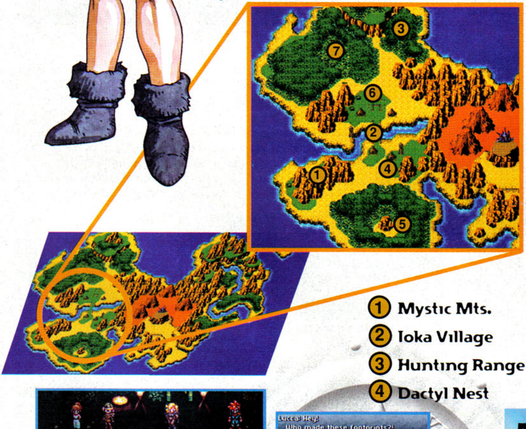


Woman: You strong.
What name?

Ayla the cave woman leads her clan, but can she lead you back home again?

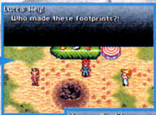


You can rest and stock up on some items in Ioka Village.

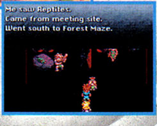


- **① Mystic Mts.**
- **② Ioka Village**
- **③ Hunting Range**
- **④ Dactyl Nest**
- **⑤ Reptite Lair**
- **⑥ Meeting Site**
- **⑦ Laruba Village**

The wildest party of the age takes place the night you arrive from the future. The feasting and dancing lasts into the night. Eat soup and win the Dreamstone.



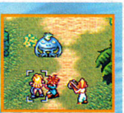
Lucca: Hey!
Who made these footprints?!



Me saw Reptites.
Came from meeting site.
Went south to Forest Maze.

Follow the trail left by the thief of the Gate Key.

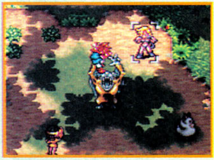
MU



Mu appears when it rains in the Hunting Range. You won't have trouble defeating the odd creature and it gives you a Horn, Petal, Feather or Fang, which you can trade for items with the chief of the Ioka. Later, Ayla steals items from Mu without having to fight.

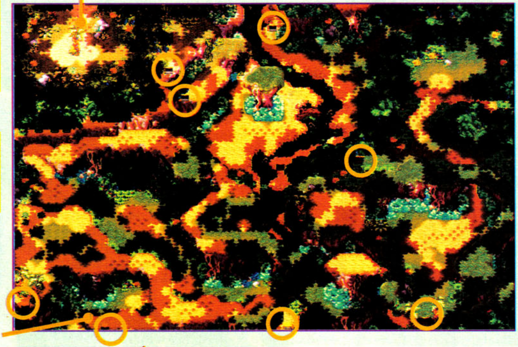
FOREST MAZE

The thief turns out to be Ayla's wimpy friend, Kino, and he has taken the Gate Key into the heart of the Forest Maze. Fortunately, Kino has a very little brain and he leaves footprints in the wet earth. Track him through the forest to the Reptite's Lair.



Follow the footprints into the forest. Magic attacks have little effect on many of these beasts.

When the trail grows cold, explore both branching paths until you find the footprints again.



MYSTIC MOUNTAINS

When you arrive in the prehistoric past, you'll be met by dinosaurs and other ancient creatures. Later, you'll meet Ayla here.

IOKA VILLAGE

You can buy and trade items in the village. You can also replenish HP and MP by drinking a native medicine.

FOREST MAZE

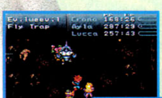
Follow Kino to the Forest Maze. You can avoid some of the enemies here. Conserve your strength for the Reptite Lair.

REPTITE LAIR

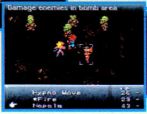
The Lair is the home of the Reptite race. Explore the multilevel maze and defeat Nizbel to win back the Gate Key.

REPTITE LAIR

The Reptite Lair is filled with angry green Reptites, Megasaurs and other guardians. You can jump down holes to escape from many fights. In the end, you can't escape from Nizbel—the chosen champion of Azala, lord of the Reptites.



The Weevil can use HP from the Fly Trap to boost its own HP.



Use Lucca's Napalm attack to spread the pain around to all enemies within range.

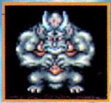
Attack using Lightning

Don't immediately race through an area. Some creatures open new holes.

Got 1 Full Tonic!

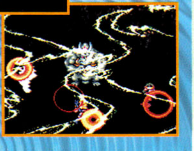
Check out every treasure chest within reach.

NIZBEL *4,200 HP*



Azala's monster waits for you at the end of the maze. Use Ayla's Rollo Kick and Crono's Cyclone. Most attacks don't damage Nizbel's thick skin at all so expect a lengthy battle. Magic attacks aren't very effective. You'll get the Gate Key back after making Nibel go extinct.

Use combo attacks to maximize the damage against Nizbel.

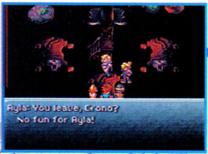


When Nizbel gives a jolt, you'll have to replenish your HP immediately.

Treasure Trove

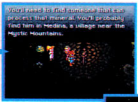
Rock Helm / All Characters

Ruby Vest/ All Characters

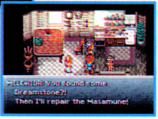


Ayla: You leave, Crono?
No fun for Ayla!

You'll say goodbye to Ayla, but only for a short while.



You'll need to find someone that can process that mineral. You'll probably find him in Medina, a village near the Mystic Mountains.

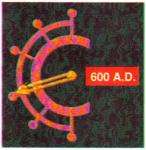


MELCHIOR: You found some Dreamstone?!
Then I'll repair the Masamune!

Return to Medina and Melchior's Hut. Melchior will fix the Masamune.

Haunted past: 600 A.D.

With the Masamune restored and Frog now back in the party, it's time to hunt down Magus himself. First, you'll pass through the Magic Cave southeast of the mountains to the island where Magus' Castle looms like a nightmare.



Magus's Lair

THE END OF TIME

Take the Time Gate to 600 A.D., but first visit Spekkio to learn some new magical moves.

MELCHIOR'S HUT

Melchior uses the Dreamstone to fix the broken Masamune Sword. The sword gives you a fighting chance against Magus.

CURSED WOOD

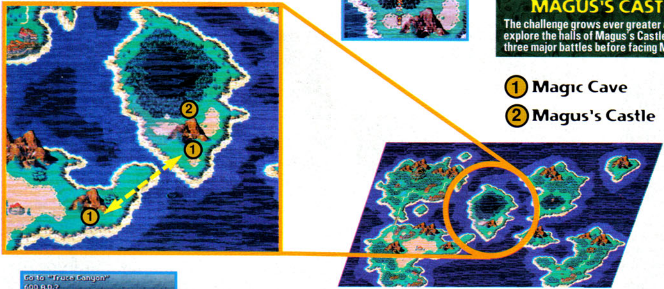
Go to Frog with the new Masamune and he will join you at last. It is time to right the wrong inflicted upon him by Ozzie and Magus.

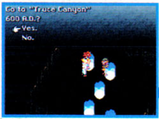
MAGIC CAVE

The Magic Cave is actually a tunnel that leads to the nightmarish island fortress of Magus.

MAGUS'S CASTLE

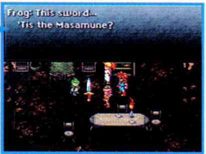
The challenge grows ever greater as you explore the halls of Magus's Castle and fight three major battles before facing Magus.





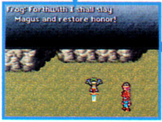
Go to "Truce Canyon" 600 A.D.?
Yes.
No.

Return to 600 A.D. once you have the reforged Masamune.



Frog: This sword...
'Tis the Masamune?

Ask Frog to join you on your quest. He will accept the offered Masamune.



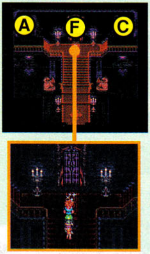
Frog: Forthwith I shall slay Magus and restore honor!

With Frog in your party, you can now enter the Magic Cave southeast of the mountains near the sea.

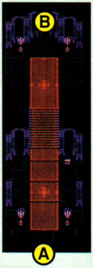
Chilling moonlight reflects off the ramparts of Magus's evil lair. Inside, you will pass through a gauntlet of 100 enemies.

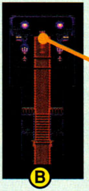
MAGUS'S CASTLE

When you emerge just beyond the dead man in the Magic Cave, you'll find that you are just outside Magus's Castle. Bats hover over the parapets. A cold moon shines down on the evil scene. Inside, all is silent until the shadow of Ozzie appears near the stairs. Ozzie—the fiend who changed Glenn into Frog and who destroyed Cyrus—watches all. Before reaching Magus, you'll have to deal with Slash and Flea, the henchmen, and 100 foes in the castle must all lie defeated. Be prepared for an epic struggle. You'll climb higher in the castle, following Ozzie through room after room of mechanical traps and hidden dangers. At last, you'll face Ozzie himself, but even then you still have Magus waiting for you. The castle includes regular overhead views plus side-scrolling perspectives. Jugglers, Roly Bombers, Outlaws and other villains haunt your every step. Bring as much Mid Tonic and Mid Ether as possible and equip your party with strong defensive items.

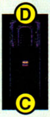


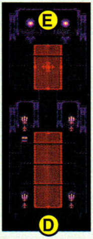
Save your progress and use a Shelter to heal up.



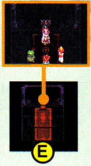


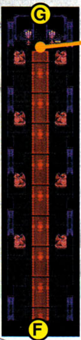
Frog must confront his past and the evil that was done to him.



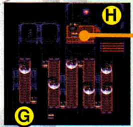


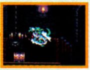
Flea appears twice. The first Flea is a fake.



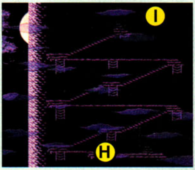


You must battle Ozzie's henchmen, Slash and Flea.

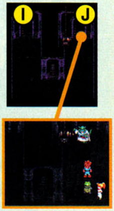




Follow Ozzie through rooms filled with traps. He flees onwards and upwards.



Tiles fall out of the floor in this room. In the chamber below, use Lighting 2 on the skeletons.



SLASH

3,200 HP /5,200 HP

Slash provides the first test. Although the battle rages for a long time, it isn't very difficult. Crono and Frog should use the X-Cut. You'll win the Slasher sword.

Combos like the X-Cut can result in up to 500 HP of damage against Slash.

FLEA

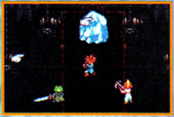
4,120 HP

The background shifts to a flight through space when you fight Flea. Use the Blade Toss 350-400 HP, Max Cyclone 350+ HP, X-Cut 350 HP. Flea also uses Prism Beam and Stare.

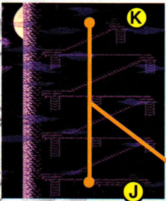
Flea's Waltz of the Wind confuses one member of your party.

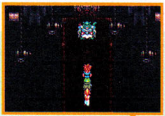
OZZIE

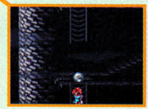
The trickster appears to be protected by ice, but you can attack other points in the room to damage him. Eventually, he opens the wrong trap in the floor and falls through.

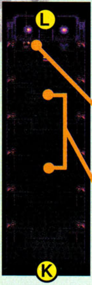


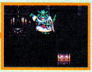
Move the Target Cursor (the hand) to find Ozzie's secret points of weakness.

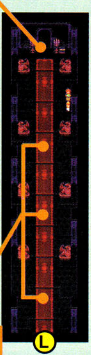


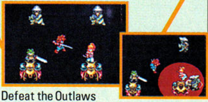

After defeating Ozzie, you'll have to warp to Magus's private chambers.


Climb the tower, avoiding fights when possible. Use Lighting 2 against the Vamps and Rolys.



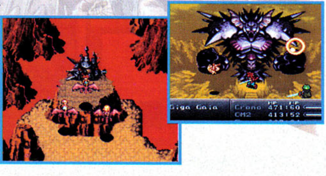

The elevators deliver Outlaws and Groupies, then Outlaws and Jugglers.



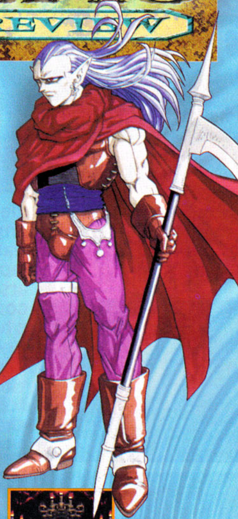

Defeat the Outlaws first so they can't combine their attacks with the Jugglers. Watch the Jugglers' susceptibilities.

Chrono Trigger
has just begun....

You have traveled far already, but Crono has a long way to go. At this point, you are between one third and one half of the way through the game. In all, you'll spend sixty hours or more on this adventure, and when you defeat Lavos for the first time, you'll be able to return to play again with Crono at full power. There are said to be more than ten different endings. The Nintendo Player's Guide, available in October, will have all the secrets.

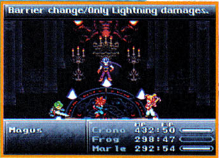


The dactyls fly you to Azala's palace. After your epic battle with the Reptite, Lavos crashes to earth, causing mass extinction.



MAGUS
6,666 HP

Magus is susceptible to one type of magic at a time. Use Crono's lightning magic and Marle's water magic. Frog's Masamune sword decreases Magus's defense. Water attacks like Ice or the Ice Sword combo do 500 HP plus damage.


Barrier change/Only Lightning damages.

Magus constantly changes his defense. Exploit his weakness by using appropriate magic and combos.

You haven't seen the last of Magus, but only time will tell if Crono wins the final battle to save the world.

Romance of The Three Kingdoms IV
Wall of Fire™

The Koei cult continues with the fourth in the company's popular series of strategy games set in ancient China. Rich graphics and an arsenal of new command and character options will keep you plotting conquest for hours on end!

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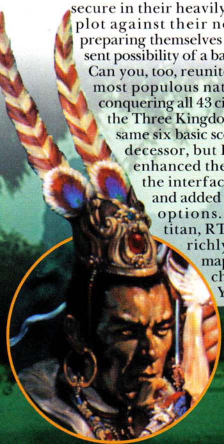
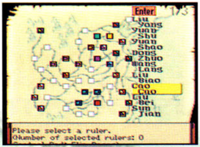
CAST A GIANT SHADOW



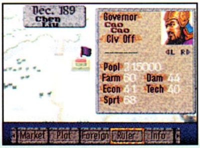
The collapse of the Han Dynasty in the second century A.D. plunges China into political and economic chaos. Feudal warlords, secure in their heavily fortified cities, plot against their neighbors while preparing themselves for the ever-present possibility of a barbarian invasion. Can you, too, reunite the richest and most populous nation on earth by conquering all 43 cities? Romance of the Three Kingdoms IV retains the same six basic scenarios as its predecessor, but Koei has greatly enhanced the graphics, made the interface more intuitive and added lots of command options. Now a 24-meg titan, RTK IV features a richly detailed aerial map that reflects the changing seasons. You can choose from among 450 rulers and officers or create as many as 180 yourself. RTK IV comes with excellent on-screen help, accessed by pushing the Y button, and a far richer array of diplomatic and clandestine options than its predecessor. The battlefield control is far subtler, thanks to many new commands that allow you to use fire as a weapon.



Liu Yong
Yuan Shu
Yuan Shao
Dong Zhuo
Wang Lang
Liu Biao
Cao Cao
Liu Bei
Sun Jian

Please select a ruler.
(Number of selected rulers: 0

As many as eight can play, with each person a different ruler.

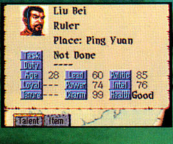


Governor
Cao Cao
Civ Off

Popl 215000
Farm 60 Dam 44
Econ 41 Tech 40
Sprt 68

The master menu leads to 10 sub-menus. There are also five pages of data for each city.

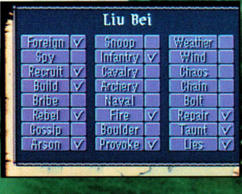
Assign your ruler and officers to tasks that best suit their abilities. Many of the unusual talents can only be used in battle.



Liu Bei
Ruler
Place: Ping Yuan
Task Not Done
Duty ----

Age	28	Lead	60	Politic	85
Loyal	---	Power	74	Intel	76
Tenure	---	Charm	99	Health	Good

You'll need to send out spies, or interrogate travelers if you want information on your rivals.



Liu Bei

Foreign	✓	Snoop		Weather	
Spy		Infantry	✓	Wind	
Recruit	✓	Cavalry		Chaos	
Build	✓	Archery		Chain	
Bribe		Naval		Bolt	
Rebel	✓	Fire	✓	Repair	✓
Gossip		Boulder		Taunt	✓
Arson	✓	Provoke	✓	Lies	✓

GET A RULER

Before the game starts, you'll have to pick a warlord. Historical figures have cities preassigned to them. If you create a new ruler, though, you can take your pick of unoccupied cities.

HISTORICAL HEROES

Practice in each scenario with the strongest ruler possible. Good choices are Dong Zhuo in Scenario 1, Cao Cao in Scenarios 1, 2 and 4 and Yuan Shao in Scenarios 2 and 3. All of these warlords are renowned figures in Chinese history!

MACHIAVEL-LIAN MENTOR

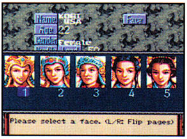
For a real challenge, take a mediocre ruler under your wing and try to conquer China. In Scenario 1, Liu Yong is a nonentity blessed with two relatively prosperous southeastern cities, Shou Chun and Jian Ye. Can you extend his feeble grip all the way to the Gobi Desert?

SMARTS, NOT SWORDS

Some rulers are better in the back rooms than in the front lines. For example, in Scenario 1 Liu Bei has eye-popping Charm and Politic ratings, which make him especially good at running a city, recruiting, negotiating. However, his leadership ability in battle is only so-so.

REWRITE HISTORY

You can create your own rulers and officers with unique skill levels using a set of basic ability points. Older rulers have more ability points, while officers' ability points are set randomly. Reduce your risk of betrayal by creating kinship ties with existing characters. Pick your character's portrait, too.



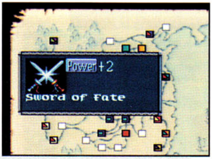
Name KOEI USA
Age 22
Gender Female

Please select a face. (L/R: Flip pages)

You can create both female and male characters.

SPECIAL ITEMS

Find new officers by sending an officer with a high Politic ability to search one of Cina's eight regions. Sometimes the searching officer will bring back a special item. Give the item to any officer to increase his or her ability in certain areas. The officer receiving the item will also become more loyal. Special items include books, horses, weapons and the hereditar`y seal. Occasionally, travelers will give you special items.

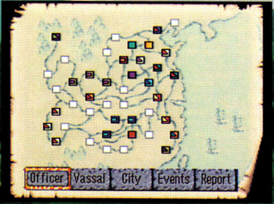


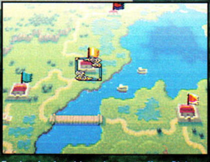
Power +2
Sword of Fate

Special weapons, such as the Sword of Fate and the Spear of the Eclipse, increase an officer's battlefield prowess.

STEPS TO VICTORY

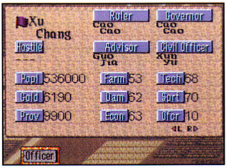
Conquering all of China will take smarts, guts, courage, moxie and luck. Do you have what it takes? Remember, not all 43 cities are created equal, but you'll need to seize them all.





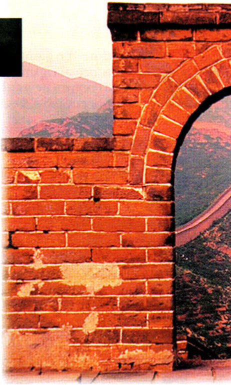
Each ruler has his or her own flag. Cities without rulers appear as blank squares on the map of China.

RUNNING YOUR CITIES


Xu Chang
Hostile

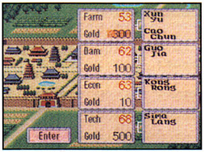
Ruler
Cao Cao
Governor
Cao Cao
Advisor
Guo Jia
Civil Officer
Xun Yu
Popl 536000
Farm 53
Tech 68
Gold 6190
Dam 62
Sprt 70
Prov 9900
Econ 63
Ofcr 10
Officer

It's not easy ruling the most populous nation on earth, but good officers are a big help. Assign officers tasks that best suit their individual abilities, always keeping in mind the crucial Loyal rating. A new feature in RTK IV allows you to put an officer in charge of the four city functions: Farms, Dam, Economy and Technology. The new Snoop option allows you to gather information on a rival's development efforts. You can then use this information to boost your own capabilities!

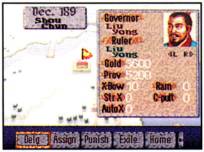


INVEST SHREWDLY

Take time to draft and train soldiers, increase your food supply and build weapons. When playing in Pro mode, though, the system may force you to fight while you're still unprepared. You'll find your military skills put to the ultimate test!


Farm 53
Gold 300
Xun Yu
Cao Chun
Dam 62
Gold 100
Guo Jia
Econ 63
Gold 10
Kong Rong
Tech 68
Gold 500
Sima Lang
Enter

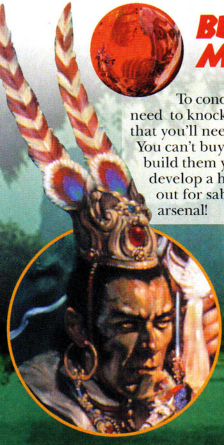
A soldier won't fight on an empty stomach so be sure to assign a top aide to each of your cities to oversee Economic development.

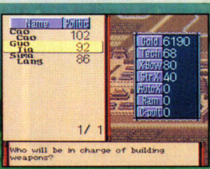

Dec. 189
Shou Chun
Governor
Liu Yong
Ruler
Liu Yong
Gold 5600
Prov 5200
X-Bow 10
Ram 0
Str X 0
C-pult 0
AutoX 0
Delg
Assign
Punish
Exile
Home

A ruler commands his Home city, while Governors command the ruler's Vassal cities. Pick officers with top Politic ratings as Governors and Civil Officers.

BUY OR MAKE

To conquer a city you'll almost certainly need to knock down the castle gate, and to do that you'll need a battering ram or a catapult. You can't buy these weapons, so you'll have to build them yourself. First, though, you must develop a high level of Technology. Watch out for saboteurs trying to set fire to your arsenal!




Name
Politic
Cao Cao 102
Guo Jia 92
Sima Lang 86
1/ 1
Gold 6190
Tech 68
X-Bow 80
Str X 40
AutoX 0
Ram 0
C-pult 0

Who will be in charge of building weapons?

You can always buy conventional, strong or auto crossbows, but shrewd traders will charge you a stiff price.

SECRETS TO YOUR SUCCESS

GET ON THE ANCIENT INFORMATION HIGHWAY

Gather as much information as possible before making your moves. Send a highly loyal officer on a six-month spy mission to an enemy city. You can also spread disinformation with the Gossip and Rumor options.

NEGOTIATE AS MUCH AS POSSIBLE

Enhanced artificial intelligence in RTK IV makes negotiations more realistic. For the first time, you can negotiate with barbarian tribes. Use your diplomatic capabilities to make alliances before going to war.

MAKE YOURSELF VERY POPULAR

Drafting soldiers from the cities you rule reduces your level of support. When it drops below 50, there's a real danger of rebellion. Make yourself popular by giving provisions to the people.

MANY HANDS MAKE MUCH POWER

Focus your investment on cities with at least 200,000 people. Smaller cities just can't develop the goods you need very fast.

DAM DO'S AND DON'TS

Floods and typhoons often ravage the southern and eastern regions in the summer. The drier western and northern regions are less susceptible to flooding, so you need not spend as much on dams there.

A GOOD OFFICER IS HARD TO FIND

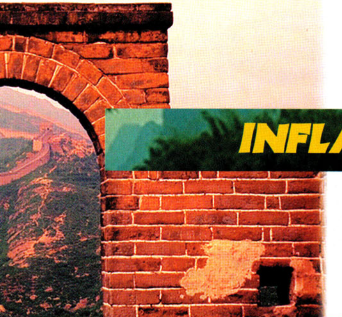
You can never have too many good officers. Search the provinces for officers who aren't attached to other rulers, or simply bribe an officer who serves a rival warlord.

LOSE THE LOYAL-LESS

When an officer's Loyal rating drops below 50, fire him and recruit him anew. He'll come back with a higher Loyal rating. You can also boost an officer's Loyal rating by giving him gold or promoting him.

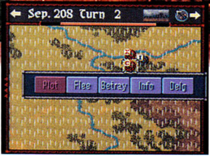
SOLDIER ON WITH LOTS OF HELP

Drafting more soldiers decreases your army's overall fighting spirit. They will be more likely to flee the scene of a battle or cave in to psychological pressure, such as taunts and rumors.

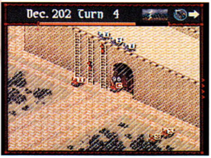


INFLAMING WAR

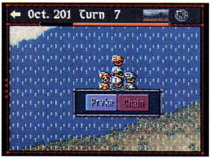
"Wall of Fire" is the name of an actual battle, found in Scenario 4. Liu Bei trounced the once mighty Cao Cao in a great naval battle by sending out secret agents to chain together Cao Cao's ships. Liu Bei then sent a burning ship into the paralyzed fleet. Thanks to the all-new, fire-related features in RTK IV, you can recreate this famous battle. Other new options allow you to use your crossbows to shoot flaming arrows or the firebolts, which are far more powerful than flaming arrows.



The battles begin in the land outside a city. Placing your forces in a forest or grassland makes them vulnerable to a fire, while placing them below a mountain makes them vulnerable to enemy troops hurling boulders.



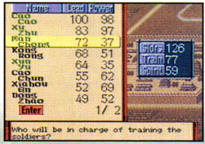
If the defenders retreat to the city, the attackers must climb the castle walls or smash its gate. "I" denotes an infantry unit, "C" is a calvary unit, "X" is a crossbow unit and "S" is a strong crossbow unit.



Seek out officers with Naval talent before launching an aquatic attack. Once on the water, chain enemy ships together and set them on fire. If one of your ships bursts into flame, jump for the Douse command!

THE PLOTTING THICKENS

Before going to war, you need to be sure of your officers' loyalty and your army's morale. Leave extra provisions behind so the people won't rebel while you're out in the field. Consult your advisors often. And watch your allies. They want to conquer China, too!

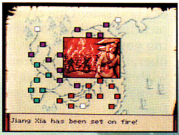


Name	Lead	Power
Cao Cao	100	98
Xu Zhu	83	97
Man Chong	72	37
Kong Rong	68	51
Xun Yu	64	35
Cao Chun	55	62
Xiahou En	52	69
Dong Zhao	49	52

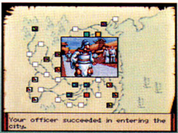
Sldrs 126
Train 77
Spirit 59

Who will be in charge of training the soldiers?

It takes lots of soldiers to conquer China, but don't skimp on training and arming the ones you have. Training, pay hikes and bigger rations all increase your soldiers' loyalty.



Jiang Xia has been set on fire!

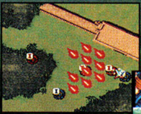


Your officer succeeded in entering the city.

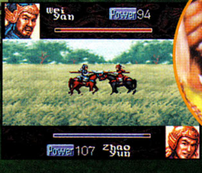
Soften up a city before attacking by dispatching a saboteur to set fire to its food supplies or arsenal. You can also send a trusted aide to recruit a disgruntled enemy officer.

SNEAK ATTACKS

A novel feature in Romance of the Three Kingdoms IV allows you to send a highly loyal adviser into an enemy city for a six-month spy mission. The officer will send back reports every two months. Should you attack the city, your officer can betray an enemy unit. You can also bribe an enemy officer to betray his unit in battle. Always consult your trusted aides before making a big move!



Advisers can order units they command to hide bales of hay then set them on fire when enemy units advance. Advisers can also order units to dig hidden pitfalls.



If the defenders lose a castle battle, the final battle begins. The attacker's best bet is to put forth one, three or five of his most powerful officers in a duel to the finish.

Ogre Battle

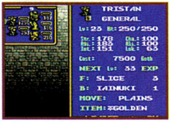
With twelve possible endings, it's no wonder that many Ogre Battle enthusiasts are playing this strategic RPG again and again. This month's Epic Center Strategy returns to the Continent of Zenobia to reveal the secrets to attaining the happiest ending in the Zetegenia Age.

THE QUEST FOR THE BEST

Ogre Battle isn't your average build-up-your-levels-defeat-all-the-enemies strategy role playing game. Hack and slash Rebel leaders never rule beyond their first year, and some frustrated players discover the best reputation rating doesn't equate with the best ending. Are you the harbinger of an enlightened age, or just another ineffectual despot? This month's Epic Strategy section focuses on the key factors that contribute to living happily ever after in the Zetegenia Age.

Qualities of a True Leader

The three qualities required of a leader are Alignment, Charisma, and Reputation. You need high ratings in all three of these traits to qualify for the best ending. These qualities also affect your ability to recruit powerful characters and find valuable items and treasures. Depending on your playing style and decisions, these leadership traits increase or diminish throughout the game. A virtuous leader is rewarded with the best ending when he or she reclaims the Temple Shalina. Read on to learn the leadership secrets to success.



```
TRISTAN
GENERAL
Lv:23 HP:250/250
Str.:178 Cha.:100
Agi.:185 Ali.:100
Int.:151 Luk.: 63
Cost:    7500 Goth
NEXT Lv:  33 EXP
F: SLICE      3
B: IAINUKI    1
MOVE:  PLAINS
ITEM:※GOLDEN
```

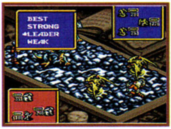
High Alignment, Charisma and a good Reputation are the winning qualities of a successful leader.

Everyone Loves an Underdog!

Nobody likes a big bully. A common mistake among beginning Ogre Battle players is to build up the levels of two or three units to astronomical levels, and then to use these heavyweights to destroy every Empire army in sight. This universal technique works in all games that require level building, right? While this method will allow you to reach the end of Ogre Battle, this strategy won't give you a happy ending. A winning technique is to fight enemies that are two or three levels stronger than your army unit. Keep a few tough units around in case the imperial forces get out of hand. If you accidentally engage a weakling unit, avoid the impending slaughter by retreating from the battle. Running from a battle causes every character in the retreating unit to lose one Charisma point, but defeating a paltry enemy force slashes your alignment and reputation point totals. When you do engage a higher level unit, be sure to equip your weak armies with powerful weapons, armor, and items. Use Heal and Heal All items to revitalize your forces (if you run out, visit a Trade City and replenish your inventory) and don't be afraid to expend a Tarot Card or two to turn the odds in your favor. If you're worried about running out of Tarot Cards, be sure to load up your deck with Jokers. The Joker is available at most quality item shops throughout the game. Finally, if you do have to engage a weaker enemy unit, select the LEADER tactic.

Stack the odds in favor of your weak units by expending Tarot Cards during engagements.

Breaking off a battle against a weak unit does less harm than bullying them in a unfair rout.



The LEADER tactic is the most honorable strategy to employ on the battlefields of Zenobia.

Depending on your unit's strength, selecting any of the other tactics can damage your reputation or the army's alignment.

Lead a Liberation Unit

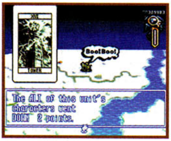
First impressions can make or break your success story in Ogre Battle. Make sure the inhabitants of every city see your leader's best side. One crowd pleasing method for raising your reputation is to liberate cities using a unit with a very high alignment. This specialized force is usually referred to as a "Liberation Unit." Check the individual alignments of your characters and assemble your Liberation Unit before venturing into new areas. Finding characters with high alignments early in the game is challenging. Clerics and knights with an alignment of around fifty points make suitable characters for a Liberation Unit. Players who seek the best ending usually put their leader (the main character) in this unit.

There are two reasons for this: the leader possesses a high alignment at the beginning of the game, and liberating cities using this unit increases the leader's Charisma and Alignment rating. A few examples of characters and monsters with extremely high alignments include Paladins, Doll Mages, Doll Masters, Samurai Masters, Sylphs, Muses, Monks, Titans, Nixies, Seraphims and Silver, Gold, and Platinum Dragons. Keep in mind that Liberation Units frequently do not make the best defense units. After liberating a city, you may move low alignment units in to occupy the area without penalty to your reputation.

Liberation Units don't have to be suited for combat—in fact, your Liberation Unit can be made up of only one or two characters.

Pick a Card... the RIGHT Card!

Some Tarot Cards improve or diminish your Reputation, Alignment and Charisma. Your Liberation Unit will draw a new card each time you liberate a city or Roshfallian Temple. The Temperance and Lovers cards all raise the gauge in the upper right hand corner of the screen. The Fortune Card may randomly raise or lower your Reputation. Drawing the Death or Devil tarot card can produce a minor setback. These cards reduce your Reputation meter by a few marks. The Hierophant and Priestess cards increase the Alignment of all characters within the unit liberating the city, while the Tower card lowers the Alignment in the group. The Charisma of the Liberation Unit increases when an Emperor or Empress card is drawn. Some players restart a level if they draw a bad card. While this tactic protects the player's Reputation, it can make a long game even longer. Remember that the game doesn't force you to collect a card. Just say "no" when the game asks you to draw. Keep an eye out for other useful cards, including the Moon and Sun cards, which weaken or enhance the strength of various military units.



The ALI of this unit's characters went DOWN 2 points.

Some players elect to start a level over if they draw a handful of bad cards. Don't be a joker!

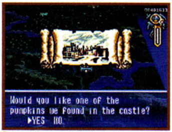
Never Lose a City

One of the quickest ways to destroy your reputation is to lose your Liberated cities to imperial forces. The citizens quickly lose confidence in your ability to effectively govern your growing kingdom. Whispered rumors speak of the unpleasant curriculum within the empire's repatriation program. Until you control the surrounding countryside, keep a sentry unit on the city to fend off any enemy incursions. As an added benefit, any units within a city wall slowly recover hit points-it's probably because of all that great food available in the marketplace. Be especially cautious when defending a coastal city-the empire is notorious for recruiting bands of pirates. If a campaign turns ugly and your cities begin to fall, the trusty purple Reset Switch can be your most able and willing lieutenant.

Actions Create Reaction

As commander of the rebel cause, you are frequently confronted with important decisions that shape the future of your government. Your conclusions also shape the public's perception of you as a leader. When faced with a dilemma, pay close attention to your Reputation meter as you select your answer. One of the most controversial game decisions is whether you should forgive the witch Deneb in Deneb's Garden. While the Ogre Battle Instruction manual clearly states that if you forgive Deneb your reputation will fall, many players opt to do it anyway. The reason players do this is to obtain the Glass Pumpkin, an item used to build an army of Pumpkins. Watch your reputation meter fall next time you decide to forgive the witch. While this character may assist you in beating the early areas of the game, your low Reputation level closes the door on opportunities to recruit powerful characters later in the game. Does this imply that you should finish off all of your defeated enemies? Absolutely not. The game would become very difficult if you wiped out every character you defeated. Weigh your decisions carefully and consider the implications of your choices. Don't forget you can always reset and give a different answer—unless you saved the game on only one file.

Need to rescue a city under siege? Use your Boot or Bell items to save the day!



Would you like one of the pumpkins we found in the castle?
▶YES NO

Deneb is a useful ally in the early stages of the game, but can you afford to pay the price with your Reputation?

If You're the Best, You'll Get the Rest

If your leader has high Reputation, Alignment, and Charisma scores, you've accomplished the toughest part of reaching your goal. A healthy Reputation gauge allows you to wield the Brunhild Sword, the legendary weapon found in a hidden temple in the northwest corner of the Kastolation Sea. The Brunhild Sword is the key to the Chaos Gates, five hidden portals you must enter to get the best ending. Be sure to pick up all twelve of the Zodiac Stones. These valuable gems are found throughout the game. (The Epic Strategy section in Volume 75 covers the most commonly missed Zodiac Stones.) The people of Zenobia seek a virtuous leader. May your quest have the happiest of happy endings.

MEN OF POWER

An Insider Interview with Nintendo's Top Team

Minoru Arakawa, President of Nintendo of America, and Howard Lincoln, Chairman of NOA, interrupted their packed schedules to answer some of our burning questions. The two men have worked together for years, guiding Nintendo of America from humble beginnings to the pinnacle of the video game universe. Their opinions shape the industry, so reading their candid comments can give you a glimpse into the future. We asked our fearless leaders about everything from the latest Nintendo Ultra 64 happenings to the type of underwear they wear. They're fun, sometimes irreverent, but always insightful. When two friends head up one of the most successful businesses in the world, it may sound like a Disney story, but it's real life, and inquiring minds just can't get enough of it. So here we go...

Nintendo Power:* *Has the Super NES reached its full potential?

Howard Lincoln: I don't think so. With Killer Instinct, Yoshi's Island and Donkey Kong Country 2, we've advanced the technology even further than in DKC. I think that the people at Rare and Nintendo believe that there is tremendous potential for future Super NES games.

N.P.* *We've heard rumors about a disk drive for the NU 64. Is there any truth in it?

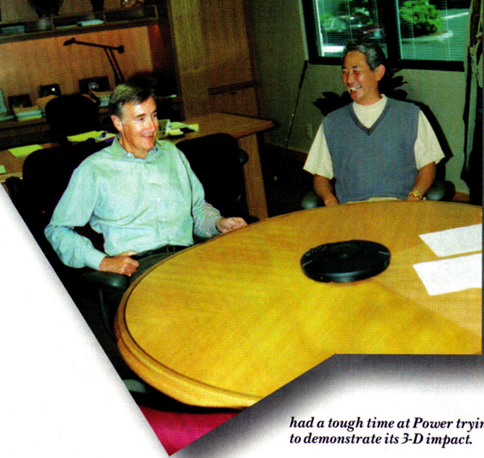
Minoru Arakawa: We will unveil a bulk storage device for the Nintendo Ultra 64 at Shoshinkai this November along with the NU 64 controller. I can say that it is a new technology, not CD-ROM, but not all of the details have been completed yet. The Shoshinkai show will be incredible. You'll love it.

N.P.* *I've already got my ticket!

H.L. I'd like to add that Nintendo has always been at the forefront of video game controller technology and that players will be surprised and excited about the NU 64 Controller.

N.P.* *Anymore Ultra 64 news?

H.L. We're happy to announce a new Dream Team member for the NU 64. LucasArts Entertainment and Nintendo are beginning to work on an exclusive NU 64 title called *Shadows of the Empire.* The story will extend the original Star Wars universe with a new plot and new characters. As I understand it, you play the part of a young rebel who holds the fate of the Jedi



Knights in his hands. George Lucas is very excited to be working with a technology that allows for a true, seamless, 3-D experience.

N.P. That brings up another topic. Who is the greatest creative force in video games today?

M.A. I think last year it was Rare. This year, Mr. Miyamoto's Super Mario World 2 goes off in a whole new direction, and Rare has done incredible work on KI and DKC 2. But we find new talent appearing all the time from unexpected places.

H.L. What we've learned is that (as in Hollywood) there are a limited number of superstars in this business. We're fortunate to have two superstar development teams led by Tim Stamper at Rare and Shigeru Miyamoto at Nintendo.

N.P. Everyone can see how good the new Super NES games are, but what about Virtual Boy? We've had a tough time at Power trying to demonstrate its 3-D impact.

H.L. In both Japan and the U.S. Nintendo plans to show off the immersive qualities in a number of ways. In North America, we are working with Blockbuster to offer rentals and a coupon for $10 off the retail price. We will have mall tours around the country and, at retail stores, players will be able to experience Virtual Boy first hand with our special interactive displays.

N.P. Anything special happening for Mario's 10th anniversary?

M.A. Mr. Miyamoto's latest masterpiece, Super Mario World 2: Yoshi's Island, is coming out this fall. I think it is important to remember that each Mario game has improved dramatically. Ten years ago, Super Mario Bros. was the best video game ever. Four years ago, Super Mario World demonstrated a new level of 16-bit games. Now, Yoshi's Island pushes the Super NES even further.

H.L. That's right. The Morphmation technique that Mr. Miyamoto designed is just as revolutionary as Super Mario World was in its day.

N.P. What product has been the biggest surprise success?

H.L. Tetris. Most video games have a limited lifetime. Tetris continues to sell almost seven years after its Game Boy release.

N.P. What was the first game that you ever played?

M.A. The first was Space Invaders. The first Nintendo game was Radar Scope—our first arcade game. I thought it was very good, but it didn't do well. (Big grin.) Then we got Donkey Kong and I didn't know what to think—if it was good or bad—and it was the biggest game ever.

H.L. (adds with a laugh) We also thought CluClu Land was going to be a huge arcade hit. A week after introducing it, our test location reported a take of just three quarters.

N.P. So what makes a great hit?

M.A. It has to be fun. We have evaluators all over the world. If a game scores well here and also in Japan and Europe, we know we have a big game.

N.P. For our readers who want to be players in the video game industry, not just players of video games, what encouragement could you give them?

M.A. More millionaires have been made from this industry in recent years than from any other business. Combine knowledge of games with good designs, and you could be the next millionaire.

N.P. So what do you like best about your jobs?

H.L. I get a lot of satisfaction from watching younger employees learn about the business and grow into responsible positions. They're the future of Nintendo.

M.A. (Big grin.) Making money.

N.P. Okay, how do you settle differences in the office? With a round of KI?

H.L. (laughing) If we did, I'd always lose. He's a much better player than I am. Actually, we agree on most things. We couldn't have worked together so successfully over the years unless we saw things in much the same way.

N.P. On a different topic, does Ken Griffey Jr. really help design his games?

H.L. Absolutely. Ken is an avid video game player. For his new Super NES baseball game, he took the development team from Rare to four Mariners games to explain

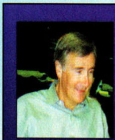
MINORU ARAKAWA

Minoru Arakawa, President of Nintendo of America, grew up in Kyoto, Japan in a family that made its fortune in textiles. After graduating from the University of Kyoto, he studied engineering at MIT in Boston and traveled around the U.S. in a VW Beetle. After working for several years in Vancouver, B.C., he started up NOA for his father-in-law as a coin-op distributor in 1980.

A Few of His Favorite Things:

Golf Course	*Sahalee, Issaquah, WA*
Underwear	*Briefs*
Car	*His Miata*
TV Show	*British Open, Masters*
Sports Team	*Supersonics*
Drink	*Tonic Water*
Magazine	*Big Comics (Japanese)*
Video Games	*Mario Bros., Tetris, Donkey Kong*
Play It Loud Color	*Clear*

HOWARD LINCOLN



Howard Lincoln became Senior Vice President of NOA in 1983 and Chairman in 1994. Before moving to Nintendo, Howard practiced law in Seattle, served in the Navy, and graduated with a law degree from Berkeley. Howard grew up in Oakland, CA where he once modeled for a Norman Rockwell Boy Scout poster. These days he braves the elements and brown bears to fish the streams of southeastern Alaska.

A Few of His Favorite Things:

Golf Course	*North Course, Mana Lani, Kona, HI*
Underwear	*Briefs*
Car	*Jaguar*
TV Show	*Mariners baseball*
Sports Team	*Seattle Mariners*
Drink	*Caffeine-free Diet Pepsi*
Magazine	*The Economist*
Video Games	*Tetris, Donkey Kong*
Play It Loud Color	*Clear*

the subtle points of baseball. After the season, he'll spend more time in Twycross, England, helping Rare with the game's development. He also helps with marketing and other efforts.

N.P. Is there anything you would change about the video game industry?

H.L. Maybe the perception that video games are just toys. This is pervasive in the general media and it does a disservice to the people who play video games as well as the people who make them.

N.P. What do you see in the future for Nintendo?

M.A. It's simple. If our games are fun, we will be successful.

H.L. I agree. It's not really a matter of technology or storage systems. It's a matter of making games that are exciting and entertaining. Nintendo has always been incredibly focused on games while other companies wander off the track.

We wrapped up the interview with a classic golf story. You should know, first off, that Mr. Arakawa is an excellent golfer. He and his wife, Yoko, play some of the best courses on the West Coast and in Hawaii. Howard, on the other hand, humbly describes himself as a hacker. Several years ago, our fearless leaders took an important Japanese guest out for a round of golf. They were hoping to impress the man. Mr. Arakawa hit a tremendous drive off the first tee. The guest likewise hit a nice shot. Howard hit a sign 20 yards away. The ball bounced straight back from the sign and rolled between his legs. When he turned to see where the ball had gone, he saw the guest looking absolutely stunned. What do you say to a guy who drives backwards between his own legs? He also saw Mr. Arakawa laughing so hard that he was on his knees with tears in his eyes.

It's a good thing that golf isn't Nintendo's main game, but the story illustrates what is important: fun. What could be better than working for a company that just wants to make more fun for everyone? "In the end," Howard told us, "it isn't the technology that's important-it's how much fun you can have with it."

Cruis'n USA
DCS
MIDWAY
Cruis'n USA

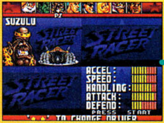
CLASSIFIED INFORMATION

STREET RACER

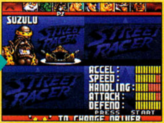
From Agent #910

Car Modification

If none of the drivers in Street Racer fit your driving style, you can modify any character to your liking. Begin a new game and choose any of the game modes. When the Driver Select screen appears, press X, Y, X, Y, X, Y then hold the X Button. While holding X, you can use the Control Pad to change your driver's abilities. Each player can change their characters using this code on their own controller.


SUZULU
ACCEL:
SPEED:
HANDLING:
ATTACK:
DEFEND:
PRESS START TO CHANGE DRIVER

Select your favorite driver then enter X, Y, X, Y, X and Y.


SUZULU
ACCEL:
SPEED:
HANDLING:
ATTACK:
DEFEND:
PRESS START TO CHANGE DRIVER

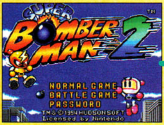
Hold the X Button, then use the Control Pad to change your driver's stats.

SUPER BOMBERMAN 2

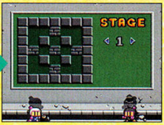
From Agent #576

Jumper Man

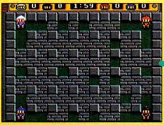
If you find yourself trapped in the corner whenever you play your friends in the Battle Mode of Super Bomberman 2, then this is a trick for you! If you have a multi-player adapter, plug it into the Controller II port. Plug a controller into port five of the multi-player adapter and use it to begin your match. When the action starts, you'll be able to jump over the walls with just a press of the Y Button.


SUPER BOMBERMAN 2
NORMAL GAME
BATTLE GAME
PASSWORD
TM & ©1994 HUDSON SOFT
Licensed by Nintendo

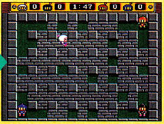
Start a new game and go to the Battle Mode.



Select your favorite Battle Zone then make sure you have Controller 5 plugged in.



Press the A Button on Controller 5 then begin playing.



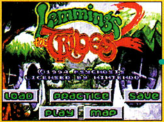
Press the Y Button whenever you want to jump over a wall!

Lemmings 2 The Tribes

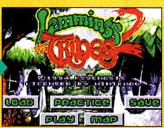
From Agent #111

Sound Test

Lemmings 2 fans can listen to all of their favorite Lemmings tunes with this code! When the Title Screen appears, move the finger-cursor over to the hole in the tree in the lower left corner of the screen. Press the B Button to make the words Music Test appear in place of the cursor. While these words are on the screen, you can change the music by pressing the B Button.


Lemmings 2 The Tribes
LOAD
PRACTICE
SAVE
PLAY
MAP

Move the finger over to the hole in the tree on the left side of the screen, then press B.


Lemmings 2 The Tribes
LOAD
PRACTICE
SAVE
PLAY
MAP

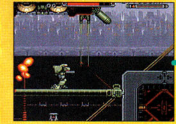
When the words Music Test appear, press the B Button to scroll through the different sounds.

CYBERNATOR

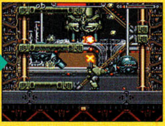
From Agent #774

Free Napalm

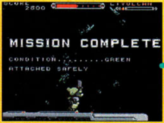
Normally, Cybernator players have to build up their weapons as they work through the game, but with this code it is possible to get the best weapon right away. Start a new game and begin playing as normal, but avoid shooting any of the minor enemies in the first stage. When you reach the boss, stand beneath it and fire your weapon straight up. If you manage to destroy the boss without hitting anything else, including the guns protecting the boss, you'll receive the Napalm weapon. If you survive the following stage, you'll keep the Napalm for the entire game!



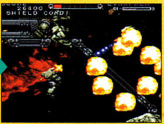
When you begin a new game, work your way to the boss of the first stage without shooting.



Destroy the boss, but do not shoot the cannons that come down on either side of the boss.


2800
MISSION COMPLETE
CONDITION........GREEN
ATTACHED SAFELY

If your score is 2,800 points after finishing the first stage, you'll receive the Napalm in Stage 2.


26400
SHIELD COND

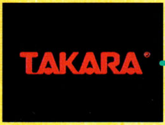
You'll lose the Napalm if you get defeated in Stage 2, but you'll have it the rest of the game if you survive!

FATAL FURY SPECIAL

From Agent #350

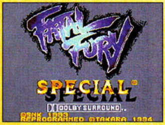
Hidden Fighters

Even though Fatal Fury Special already has more characters than either of the original Fatal Fury games, the programmers included a code that will give you access to an extra fighter. To enter the code, after you first turn on the game, wait until the Takara logo appears, then quickly press Down, Down/Forward, Forward, Down/Forward, Down, Down/Back, Back and X on Controller I. If you enter the code correctly, the Fatal Fury logo will change to blue, and the extra character will appear.

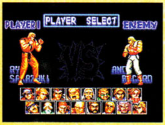


After you first turn on the game, wait for the Takara logo to appear.

Quickly enter the code on Controller I.


SPECIAL
DOLBY SURROUND
©SNK 1993
REPROGRAMMED ©TAKARA 1994

If you've entered the code correctly, the Fatal Fury Logo will be blue.


PLAYER I
PLAYER SELECT
ENEMY
RYO SAKAZAKI
VS
ANDY BOGARD

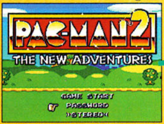
When you go to the Player Select screen, you can now choose Ryo Sakazaki as your character.

PAC-MAN 2 THE NEW ADVENTURES

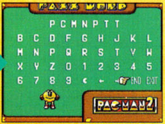
From Agent #234

Pattern Test

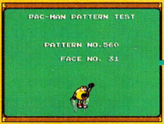
Agent #234 has found a special password that will allow you to access a secret Pattern Test screen. Before you begin playing a new game, go to the Password screen enter the password PCMNPTT, then highlight END and press the B Button. When the Pattern Test appears, use the Control Pad on Controller I to scroll through all of Pac-Man's different animation poses. After you have finished playing with the Pattern Test, press the Select Button to return to the normal game.


PAC-MAN 2
THE NEW ADVENTURES
GAME START
PASSWORD
STEREO

On the Title Screen, select the Password Option and press the Start Button.


PASSWORD
PCMNPTT
B C D F G H J K L
M N P Q R S T V W
X Y Z 0 1 2 3 4 5
6 7 8 9
END EXIT
PAC-MAN 2

Enter the password PCMNPTT, highlight END and press the B Button.


PAC-MAN PATTERN TEST
PATTERN NO.560
FACE NO. 31

On the Pattern Test screen you can scroll through the animation shots of Pac-Man.

PAC-MAN 2
THE NEW ADVENTURES
namco

When you are finished, press the Select Button to return to the normal game.

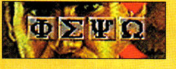
INDIANA JONES

From Agent #632

Adventure Passwords

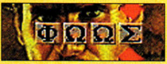
Indiana Jones' Greatest Adventures, by JVC, is a great game, but it can be really tough to finish. Agent #632 has not only collected all of the passwords for the easy mode of this game, but he's also collected all of the passwords for the Hard Mode as well. Since this is the place for great codes, we thought we'd better pass these passwords along as quickly as possible!

Level 3 - Easy



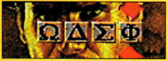
ΦΣΨΩ

Level 3 - Hard



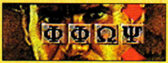
ΦΩΩΣ

Level 5 - Easy



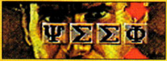
ΩΔΣΦ

Level 5 - Hard



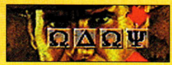
ΦΦΩΨ

Level 11 - Easy



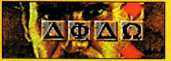
ΨΣΣΦ

Level 11 - Hard



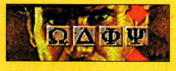
ΩΔΩΨ

Level 13 - Easy



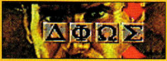
ΔΦΔΩ

Level 13 - Hard



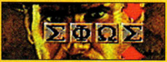
ΩΔΦΨ

Level 15 - Easy



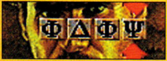
ΔΦΩΣ

Level 15 - Hard



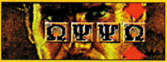
ΣΦΩΣ

Level 17 - Easy



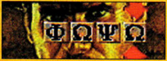
ΦΔΦΨ

Level 17 - Hard



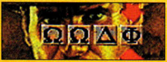
ΩΨΨΩ

Level 21 - Easy



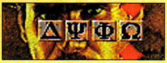
ΦΩΨΩ

Level 21 - Hard



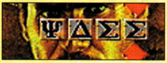
ΩΩΔΦ

Level 22 - Easy



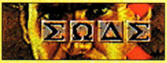
ΔΨΦΩ

Level 22 - Hard



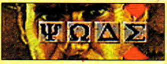
ΨΔΣΣ

Level 24 - Easy



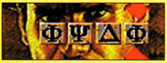
ΣΩΔΣ

Level 24 - Hard



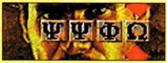
ΨΩΔΣ

Level 26 - Easy



ΦΨΔΦ

Level 26 - Hard



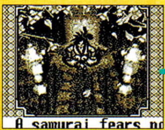
ΨΨΦΩ

SAMURAI SHODOWN

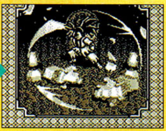
From Agent #861

Bonus Samurai

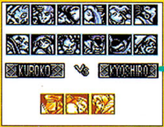
This code will allow you to play as one of the three hidden characters in the game. When you first turn on the game, wait until the introduction sequence begins to play. When the image of the samurai chopping down the trees appears, quickly press Select four times to activate the secret characters. Go to the Player Select screen, pick one of the new warriors, then head straight into battle. With the extra powers these guys have, you'll be unstoppable.



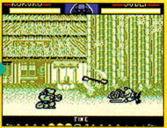
Turn on your Game Boy or Super Game Boy and wait for the intro sequence to begin.



When the image changes to the scene of the samurai cutting down trees, press the Select Button four times.



If you enter the code correctly, there will be three extra characters to choose from.



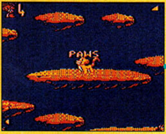
These characters are very powerful, so they should make winning the game a snap!

THE LION KING

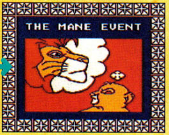
From Agent #950

Level Skip

If you're having trouble with one of the levels in the Game Boy version of The Lion King, then try out this quick code. Once you've reached a point that you can't clear, pause the game, then quickly press B, A, A, B, A and A. If you enter the code correctly, you will automatically skip to the beginning of the next stage.



If you're having problems, pause the game then press B, A, A, B, A and A.



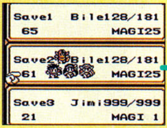
The action will pick up at the beginning of the next stage!

FINAL FANTASY LEGEND II

From Agent #853

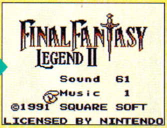
Bonus Sounds

Back in Volume 39 we printed a Sound Test code for Final Fantasy Legend II. Recently, Agent #853 discovered a way to access even more sounds by slightly changing the original code. On the Title Screen, select the Continue option and highlight any of the save files that have your party built up past level 57, then press the B Button to return to the Title Screen. Hold Select, B and Start to access the Sound Test and use the A Button to listen to the sounds. The number of sounds you can listen to will equal the total levels in your party.



```
Save1   Bile128/181
 65        MAGI25
Save2   Bile128/181
 61        MAGI25
Save3   Jimi999/999
 21        MAGI 1
```

Go to the Continue screen and highlight any party that is over level 57.



```
FINAL FANTASY
LEGEND II
     Sound  61
     Music   1
©1991 SQUARE SOFT
LICENSED BY NINTENDO
```

Press B to return to the Title Screen, then use the Sound Test code to listen to the extra sounds.

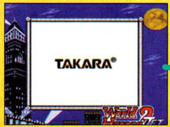
WORLD HEROES 2 JET

From Agent #994

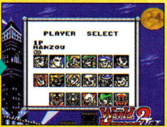
Another Boss Code

If you want to play as the boss in World Heroes Jet, you'll need this code—and quick reactions! After you first turn on the game, wait until the Takara screen appears, then press Right, Left, A, B, Down, A, B and Up. In order for the code to work, you must finish inputting the code before the logo fades. Once you have entered the code, the extra character will appear in the lower right corner of the Character Select screen.

At the Takara screen, quickly press Right, Left, A, B, Down, A, B and Up.



Wait until the Takara screen appears, then quickly press Right, Left, A, B, Down, A, B then Up.



The Boss character will appear in the lower right corner of the Character Select screen.

WANTED: SPECIAL AGENTS

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
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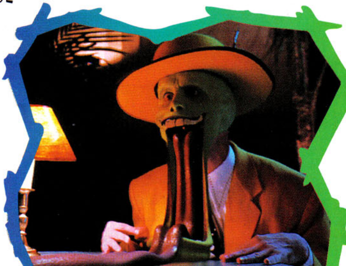
P.O. Box 97033
Redmond, WA
98073-9733

THE MASK™

MADCAP COOL CAT

ACTION-GAME FANS WILL SHOUT "SMOKIN'!"

AFTER GRABBING A LOOK AT THE LEAN, GREEN MORPHIN' MACHINE! TH•Q HAS PACKED LOTS OF RUNNING, JUMPING AND BLASTING INTO THE MASK, BUT THERE'S ALSO A GOOD BIT OF DETECTIVE WORK CALLED FOR AS YOU MAKE YOUR WAY THROUGH THE SIX STAGES OF THIS HOT NEW TITLE. LIFE ISN'T THE SAME FOR MILD-MANNERED BANK CLERK STANLEY IPKISS AFTER HE DISCOVERS AN OLD MASK FLOATING IN THE RIVER LATE ONE NIGHT. PSYCHOLOGIST DR. ALFRED NEUMAN THEORIZES THAT THE MASK DEPICTS LOKI, THE NORSE GOD OF MISCHIEF. ALL STANLEY KNOWS IS THAT IT RELEASES HIS INNERMOST DESIRES—AND GIVES HIM THE POWERS TO MAKE THEM COME TRUE!



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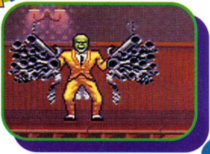
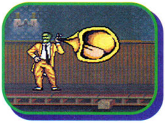
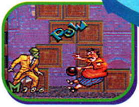
ARMED AND HILARIOUS



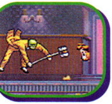
The lode from Loki gives Stanley astounding powers. He can plow through bad guys by morphing into a Tornado or Zip past them at super-fast speed. Both the Super Jump and the Mallet can help him find hidden passages and Power-Ups. The Horn will stun crooks, while the high-powered Guns help The Mask get the drop on hoods packing heat!

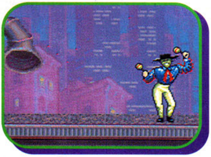


THE IPKISS FILES



Stanley first appeared as a comic book hero before morphing to the silver screen. TH•Q's game is highly faithful to the movie, as Stan the masked man dashes off to woo the lovely Tina Carlyle and end Dorian Tyrel's evil plans to X-out Edge City's eminences, including Tina herself! Smooth animation and colorful backgrounds help capture the goofy good-naturedness of a hero who has charmed millions of fans worldwide.



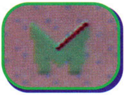


LONG GREEN AND OTHER THINGS

It's not easy fighting Dorian and his dastardly henchmen, not to mention the ornery landladies and bumbling cops of Edge City. Fortunately, The Mask can snare lots of green goodies on his way.

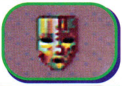
MORPHING M'S

The Mask's superpowers eat up valuable Morph Energy, so grab a big green M whenever you see one. If you drop below 50 points you'll automatically gain more Morph Energy, but very slowly.



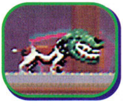
MORE MASKS

These glimmering beauties are the most valuable Power-Ups of all, giving The Mask a whole extra life! Getting to them takes trial-and-error, though.



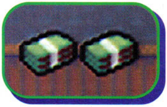
MILO

The Mask's best friend increases the maximum amount of Mask Energy and Morph Energy he can carry. He'll need those extra energies to beat the big bosses at the end of each stage.



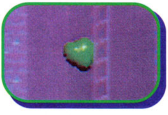
CASH AND GEMS

Money talks in Edge City, especially if The Mask wants to get into the Coco Bongo Club. Be sure to check every hidden corner for these and other Power-Ups. You'll find unseen goodies stashed behind walls and on ceilings.



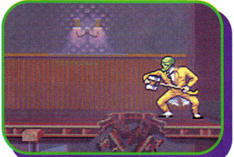
MASK ENERGY

When his Mask Energy falls to zero, The Mask loses a life, so keep an eye peeled for these precious pumpers. Don't bother if you already have the maximum amount of Mask Energy, though. You can usually retrace your steps to pick up a Power-Up.



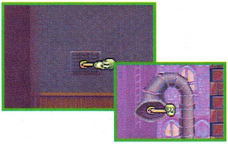
STANLEY'S APARTMENT

ONCE STANLEY PUTS ON THE GREEN, HE WANTS TO MAKE TRACKS FROM HIS ABODE. THERE'S A TREASURE TROVE OF POWER-UPS ON THE WAY, BUT SHHH! THESE NEIGHBORS DEFINITELY DON'T LIKE TO BE DISTURBED. POUND ON CRACKS IN THE FLOOR. BEAT-UP COUCHES LINING THE HALLS MAKE TERRIFIC TRAMPOLINES, BUT WATCH OUT FOR THOSE PESKY ALARM CLOCKS. AS LONG AS YOU'RE MAKING LIKE THE DEMOLITION MAN, PUNCH YOUR WAY THROUGH WINDOWS AND GRAB THOSE SNAPPY FEDORAS WHEREVER THEY TURN UP. IF THE MASK LOSES A LIFE, HE CAN RETURN TO WHERE HE LAST FOUND A HAT. STOP IN FRONT OF ELEVATORS THAT AREN'T BOARDED UP AND PUSH THE UP BUTTON. THE MASK WILL BE WHISKED UP, DOWN OR, THANKS TO THE MAGIC OF LOKI, EVEN SIDEWAYS!



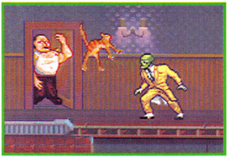
SENT BY VENT

Don't know where to go? Try Super Jumping into the nearest vent, or push Up when standing before an elevator.



CAT-ASTROPHE

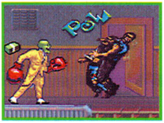
Sneak past closed doors to avoid disturbing your surly neighbors. Those flying felines will scratch away your valuable Mask Energy!

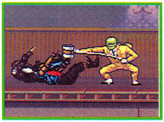


You can also Zip past these un-cool cats, but that eats up your supply of Morph Energy.

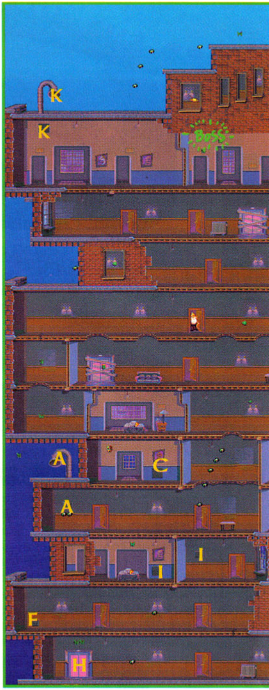
HOODLUMS

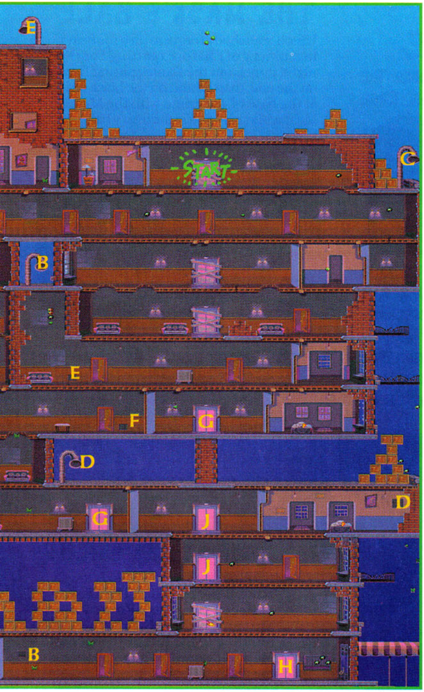
Punks prowling the corridors will try to relieve The Mask of his good friends Franklin, Jefferson and Grant. Punch them before they have a chance to pull their knives.



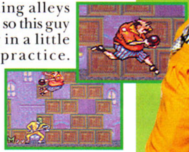


You can always whack these guys with the Mallet, but it takes Morph Energy.





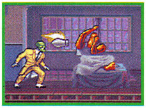
DON'T GET BOWLED OVER

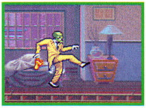


The bowling alleys are closed, so this guy is getting in a little rooftop practice. Stout Mallet whacks will put him in the gutter and allow The Mask to advance.

QUIET!

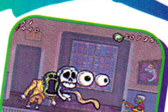
Some of Stanley's snoozing neighbors like to hang out high-caliber "Do Not Disturb" signs. Leave them to their blissful dreams by sneaking by.

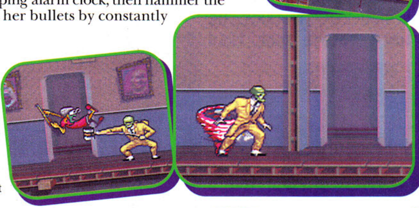




THE LANDLADY

Having dealt with plenty of Edge City eccentrics, the landlady is unperturbed by this strange green guy with popping eyeballs. The masked man will have to hammer the hopping alarm clock, then hammer the landlady. Dodge her bullets by constantly jumping.

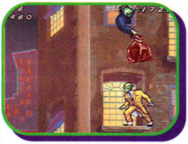




Hammer the Landlady enough and she'll turn into a whirling pink dervish. It's all hot air, though. She will soon spin out of sight.

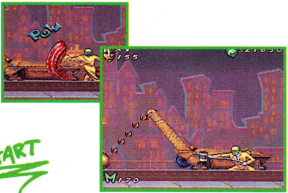
Street Smartie

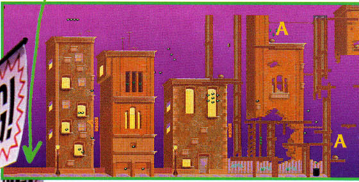
The snare drum of a hip jazz band accompanies The Mask as he glides through the night on the Edge City streets. The Mask should take his time to explore the construction sites for hidden Power-Ups. Bad citizens will pelt him with their garbage and slip-sliding clowns in search of a circus will try to hit him with their juggling balls. Meanwhile, Burt and Irv, the greedy auto mechanics, try to throw a wrench into the proceedings. But what does The Mask care? He's the original cool cat!



THE MASK'S BALL

Uh-oh, somebody forgot to turn the heavy machinery off before quitting for the night! Punch out the flame-spitting flare on the end, then pound on the black gear at the base of the crane with the Mallet. Meanwhile, play dodge the heavy ball!

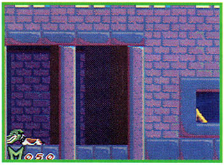




BANG!
BANG!
BANG!
BANG!
BANG!

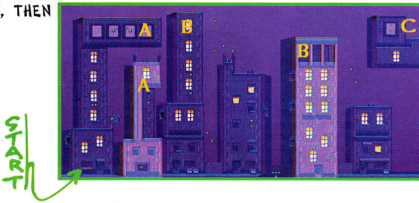
MASK'S BEST FRIEND

Finding your way to Milo is tough, but this pooch allows The Mask to collect extra Mask Energy and Morph Energy. Climb the tall building to the left of the second Mask billboard. When you reach the pink penthouse, jump.



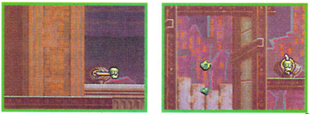
It's A Bird It's A Plane

Now it's very late and no one is on the street except for a bunch of ugly mugs toting tommy guns. Yes, Damien's cronies are planning to knock over Edge City Bank! To thwart their dastardly plan, The Mask takes to the skies above the city's high-rent district. He leaps from awning to window ledge to roof, then whooshes to the next skyscraper via the old ventilation route. It's a UMO: Unidentified Masked Object!

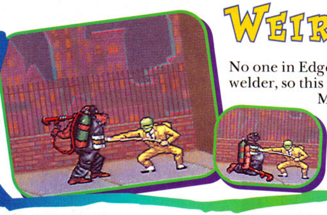


VENT, IT'S LATE

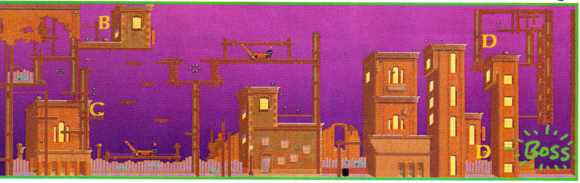
Those round rooftop vents will zap The Mask around if you just push Up. Some are barely visible, including one that takes him to an Extra Life!



WEIRD WELDER

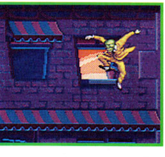


No one in Edge City wants to hire a midnight welder, so this guy decides to practice on The Mask! Roll out your heavy morphing artillery for this one. The Mallet, Tornado, Guns and Horns will all extinguish his welding torch.



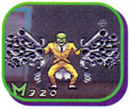
AWESOME AWNING

The awnings give The Mask a big boost, but watch out for windows swinging in the breeze. They'll knock him to earth again!

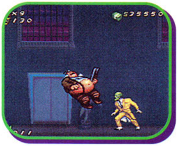


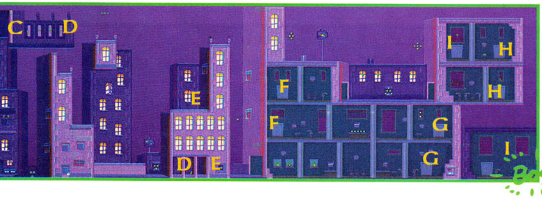
BIG-BELLY BULLY

All sorts of nasty habits help The Mask's toughest foe yet. This overweight mug blows foul-smelling cigar smoke on The Mask and tries to crush him with a death dive. When your Morph Energy runs low, try to corner him and punch him hard.



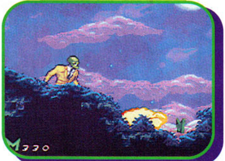
Your asrenal of pocket protectors will silence most baddies at long range.

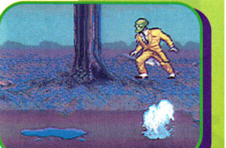




LANDFILL PARK

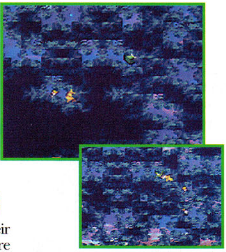
THAT FOUL STINK IN THE NIGHT AIR COMES FROM THE METHANE GEYSERS. JUMP ON THE GEYSERS TO JET INTO THE TREETOPS, WHERE YOU CAN FIND LOTS OF ARBOREAL POWER-UPS. BECAUSE THE LEAVES OBSCURE THE VIEW, YOU'LL HAVE TO RELY ON YOUR GUT FEELING TO FIND YOUR WAY. WHEN YOU FALL TO THE GROUND, WATCH FOR THE GRIMY GROUNDS KEEPERS AND BAT-WIELDING BANDITS. YOU CAN FIND YOUR OLD FRIEND MILO ONLY IF YOU REMEMBER TO BE A GOOD CITIZEN AND USE THE TRASH CAN.





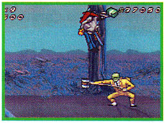
LEAVES OF LOOT

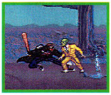
Not all treasure is buried in the ground! Damien and his pals have left a trail of big bucks in the treetops. Plucking the loose change is tough, because it's not always obvious where The Mask is walking. If you're impatient, morph into a Tornado and whip through the trees.

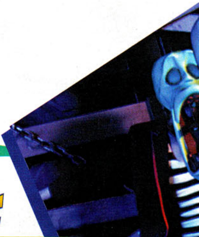


GROUNDS KEEPERS' WEEPERS

Punch out the pesky maintenance men with their noisy leaf-blowers. The fleet-footed batsmen are harder to strike out, though. Try to knock 'em out of the park with the Mallet.

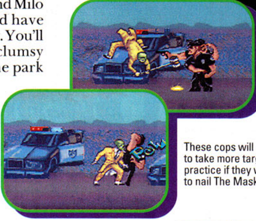




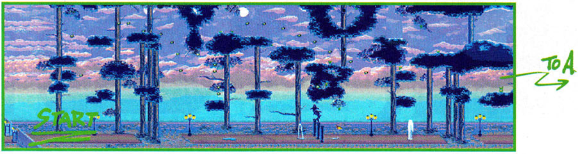


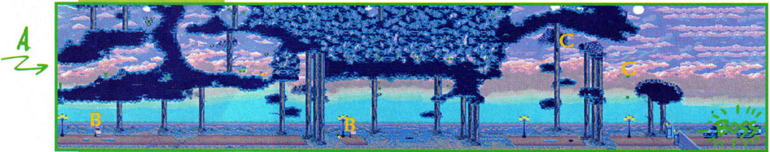
BAD COP, NO DOUGHNUT

If you've been able to find Milo three times, you should have plenty of Morph Energy. You'll need it to get past the clumsy constables guarding the park gate. Pull out your Guns and ask, "Do you feel lucky?" as soon as the oafish officers appear, or else lace on your boxing gloves and punch them out!



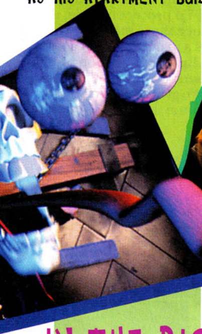
These cops will have to take more target practice if they want to nail The Mask.





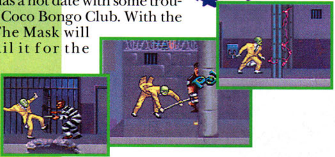
WHO WAS THAT MASKED MAN?

THE POLICE ARE STILL ASKING THAT QUESTION, EVEN AFTER THEY'VE MANAGED TO COLLAR THE MASK. HE'LL HAVE TO BREAK OUT OF THE EDGE CITY JAIL, WHICH LOOKS NEARLY AS DECREPIT AS HIS APARTMENT BUILDING, AND GO UNDERGOUND INTO THE CITY'S SEWER SYSTEM IF HE WANTS TO DROP A BOMB ON DORIAN'S EXPLOSIVE PLANS.



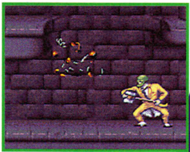
IN THE BIG HOUSE

Where else does a masked man belong but in jail? But this one has a hot date with some troublemakers at the Coco Bongo Club. With the law after him, The Mask will have to hightail it for the Sewers. First, though, he'll have to collar a passel of creepy cops and cons!



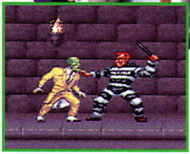
SEWER DOOR

Put on your thinking cap to figure your way through this a-mazing subterranean labyrinth. Keep Super-Jumping, even when plunging down deep wells, to get to areas packed with Power-Ups. Check out ceilings for hidden passageways and every grate you run across.



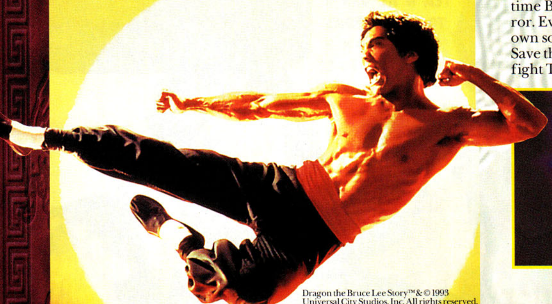
CUCKOO AT THE COCO BONGO

It's not easy getting into the swankiest nightclub in town, even for The Mask! Zip past the coconut-tossing monkeys. If you're stuck, bash the red spots in the floor. At last you'll meet the mask of Dorian Tyrel. Is he ugly! While the club band plays on and the gorgeous Tina Carlyle sings moral support, Dorian tries to use his newfound supernatural powers to end your heroics. You'd better have lots of lives saved up if you want to defeat him!



DRAGON™

THE BRUCE LEE STORY



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THE SOUL OF A GREAT FIGHTER

Fists and feet are flying when the great Bruce Lee takes on a bevy of baddies from Hong Kong to America!

Acclaim continues its flurry of 16-meg titles for 16-bit with Dragon, a 10-stage fighting game for up to three players with some intriguing variations and a more compelling story line than most. Based on the biographical movie of the greatest martial-arts star of all time, Dragon follows the life of Bruce Lee from his humble beginnings in Hong Kong to international superstardom. Bruce's quest is as much spiritual as it is physical. Besides fighting a series of terrifying opponents, he must vanquish the ghostly Phantom that has pursued him since childhood. Smooth animation, clips from the original movie and responsive game control add up to a game that fight fans will want to check out.

THE TALE OF THE DRAGON

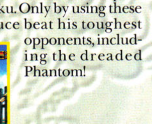
Part street-fighting action, part mystical quest, Dragon begins with a terrifying dream. Bruce's father sees a gloomy graveyard, where the masked Phantom pursues Bruce! To protect his son, the father gives Bruce three mirrors. Each time Bruce loses a match, he loses a mirror. Eventually, Bruce has a vision of his own son being pursued by The Phantom. Save the mirrors to give Bruce a chance to fight The Phantom at the end!

...HE KNOWS WHO YOU ARE.

The Phantom haunts Bruce throughout his life. This giant, terrifying creature wields the deadly Kwondon.

CHI IS THE KEY

The secret of Bruce's success is "chi" (pronounced "key"), a mystical power forged of self-discipline and inner strength. Bruce boosts his blue Chi Meter with successful attacks but loses Chi when his attacks fail. Bruce can also earn Chi in other ways, such as landing the first blow in a fight. Earn enough Chi, and Bruce can use one of two advanced combat techniques: Fighter and Nunchaku. Only by using these techniques can Bruce beat his toughest opponents, including the dreaded Phantom!

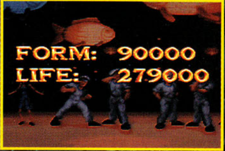


Follow the story of Bruce Lee's dramatic life in the One or Two Player Story mode. In Match mode, you battle it out, Bruce Lee vs. Bruce Lee, in a series of bouts in the setting of your choice. In all modes, you have a choice of three difficulty levels, ranging from Piece of Cake to Arcade Ace. You also have a choice of three speeds: Original, Normal and Turbo.

FIVE MODES OF PLAY

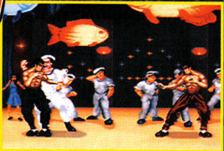
ONE-PLAYER STORY

Travel with Bruce from Hong Kong to America to film sets in Southeast Asia, culminating with a fight against The Phantom. After each match, earn points based on the quality of Bruce's fighting.



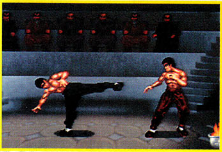
TWO-PLAYER STORY

Two Bruce Lees are better than one! Team up with a friend to fight Bruce's enemies. Then, fight it out with each other to save your Bruce's mirrors.



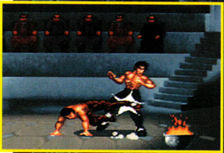
ONE-PLAYER MATCH

It's your Bruce Lee versus a Bruce Lee controlled by the Super NES. This mode gives you a good chance to learn the moves by watching the system controlled Bruce Lee in action.



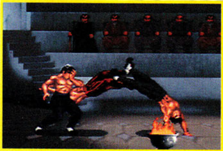
TWO-PLAYER MATCH

Square off against another Bruce Lee controlled by a friend. In both Story and Match modes, watch the red energy meter. When yours disappears, you lose!



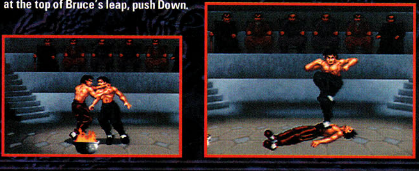
THREE-PLAYER MATCH

Plug a Multi-Tap into your Super NES for a three-way fight to the finish! In this mode, the last Bruce Lee left standing wins the round. You'd better watch your back!



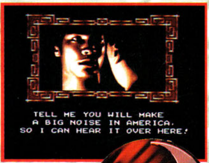
DRAGON ATTACK

Try the risky but powerful combo of a Throw followed by a Stomp. At close range, press Away and the Hard Punch Button to grab and throw Bruce's opponent. Then, stand on the fallen opponent, push Up, at the top of Bruce's leap, push Down.



the DRAGON STORY

Follow Bruce Lee's life through 10 fighting stages, interspersed with bonus rounds. Stills and text from the movie round out this unique portrait of a man. Time and again Bruce must prove himself to hostile doubters. Are you up to the challenge, too?



TELL ME YOU WILL MAKE
A BIG NOISE IN AMERICA.
SO I CAN HEAR IT OVER HERE!

THIS ONE IS MINE.
GET ONE OF YOUR OWN.

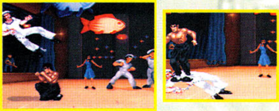
THE LANTERN FESTIVAL

1

In his childhood, Bruce practiced martial arts and spiritual self-development. This preparation serves him well during his first fighting challenge, which comes during a holiday party in Hong Kong. Bespectacled Bruce only wants to dance but must defend his honor against a hard-bitten Sailor on shore leave. The Sailor's menacing shipmates cheer him on as he tries to teach the brazen local boy a lesson!

THE SAILOR

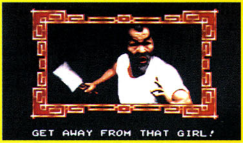
It looks like the Sailor grabbed a length of anchor chain before going ashore. He tries to choke and throw Bruce with it. As long as Bruce keeps moving and stays clear of the chain, he can win easily.



2

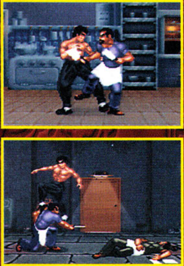
GUSSIE YANG'S KITCHEN

After the Lantern Festival fight, the police search for Bruce. At home, Bruce's father reveals that he has long had premonitions that Bruce would die in Hong Kong. He now sends Bruce to San Francisco, where he was born an American citizen. Shortly after arriving, Bruce gets a job washing dishes at Gussie Yang's, a Chinatown restaurant. A pretty waitress takes a liking to the handsome newcomer, but that only sparks the jealous rage of two Chefs!



GET AWAY FROM THAT GIRL!

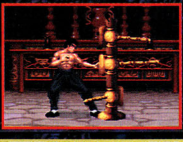
COOKING UP TROUBLE

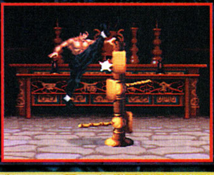


The action begins in the kitchen but soon moves to the alley out back, where another Chef helps double-team Bruce. The Chefs skillfully attack and defend with their meat cleavers. Bruce can fry these guys one at a time by going into the Fighter technique.

POINTS FROM PIROUETTING PETE

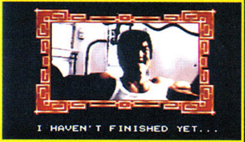
Bruce can earn both Chi and points by practicing on Pete the Dummy in Bonus Rounds. Avoid the sticks and hit the pads, especially the bottom pad, which is worth a whopping 10,000 points. The more hits Bruce lands, though, the faster Pete spins!



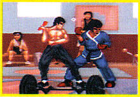


THE UNIVERSITY GYM

Fired after brawling with the Chefs, Bruce goes back to school. Some not-so-big men on campus don't like the brash newcomer and his strange way of fighting. When challenged, Bruce is more than happy to show his stuff!



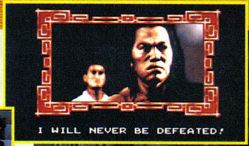
I HAVEN'T FINISHED YET...



SCOTT THE KICKBOXER

Earn enough Chi to go into the Fighter technique, then attack Scott with Ultra-Fast Jumping or Flying Kicks.

GEORGE WU'S GYM

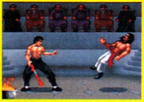


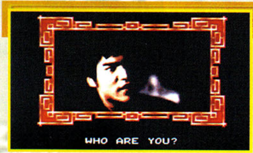
I WILL NEVER BE DEFEATED!

Community elders in Oakland, California, don't like the idea of a brash upstart teaching martial-arts secrets. They command Bruce to battle the bloodthirsty Johnny Sun at George Wu's Gym. Bruce dismisses his friend's plea and insists on fighting the sneaky Sun!

JOHNNY SUN

Johnny crouches low to better fend off Bruce's blows. His Throat Grab really sucks the energy out of Bruce. Counter this terrifying move by pressing Away and the Hard Punch Button at the same time.





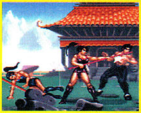
WHO ARE YOU?

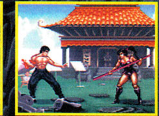
GOLDEN HARVEST

Here's an extra match not found in the movie. Bruce must battle a staff-wielding Female Acrobat. Soon, a partner joins to double-team Bruce.

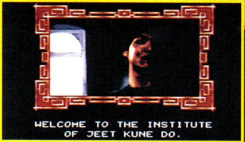
TERRIBLE TWINS

An especially effective combo against the Acrobats is the Chop, followed by the Stomp. After executing this devastating move, get ready for a violent attack from Bruce's enraged opponent!





BRUCE'S KWOON

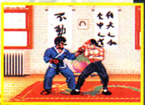


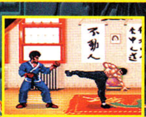
WELCOME TO THE INSTITUTE
OF JEET KUNE DO.

Bruce writes a book about Jeet Koon Du, his new philosophy of martial arts. He then opens a Kwoon, or martial arts school. His students include Steve McQueen. One day Scott shows up and shows Bruce he's learned a thing or two since their days in the University Gym! In particular, watch out for Scott's powerful Spin Kick and Shoulder Kick. The kickboxer will also will try to bear-hug Bruce from behind.

GREAT SCOTT

The elusive Scott masterfully parries Bruce's blows and scampers safely from Bruce's leaping attacks. Despite their different backgrounds and fighting styles, these two men have great respect for each other.





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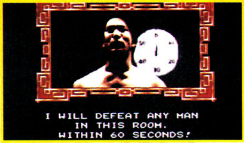
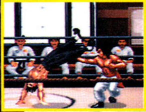
BRUCE'S BIG CHALLENGE


I WILL DEFEAT ANY MAN
IN THIS ROOM.
WITHIN 60 SECONDS!

Karate purists attending a tournament in Southern California boo Bruce for teaching Jeet Koon Du. Bruce responds by saying he can beat anyone—in sixty seconds! Rising to accept this challenge is Johnny Sun, who broke Bruce's back with a cheap hit the last time they fought. A Hollywood producer in the audience, seeking an actor to play the role of Kato in The Green Hornet, watches the outcome closely.

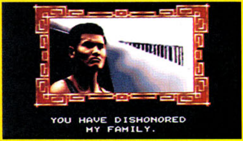


JOHNNY SUN'S SWAN SONG

Beating Johnny is even tougher the second time around, because Bruce must also beat his self-imposed time limit. Bruce's biggest challenge, though, is conquering his own fear! He should go into the Nunchaku technique as soon as possible and batter Johnny with the Stab Attack or Swing Attack.

8

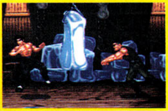
"THE BIG BOSS"


YOU HAVE DISHONORED
MY FAMILY.

The Green Hornet has made Bruce a cult favorite back home in Hong Kong, where a shrewd movie producer offers Bruce the chance to leap to the big screen. In Thailand to film *The Big Boss*, Bruce spots a co-star with a strangely familiar face.

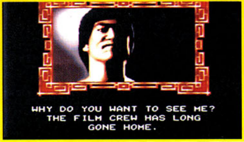
LUKE SUN

Even though the cameras are rolling, Bruce's opponent isn't throwing any stage punches. That's because he's Johnny Sun's brother, and he's out for revenge! On the ice house set, Luke hurls huge blocks of ice at Bruce. After thawing the ice with Hard Punches, Bruce will have to chill out the revenge-crazed Luke.

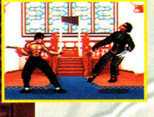


9

ENTER THE DRAGON


WHY DO YOU WANT TO SEE ME?
THE FILM CREW HAS LONG
GONE HOME.

As the world's biggest martial-arts star, Bruce returns to Hong Kong to star in his first Hollywood movie. This tale about a deadly tournament on a remote island culminates with Bruce's battle against the terrifying Claw Man. The lethal limb isn't as dangerous as Claw Man's smoke breath, though. The smoke breath will stun Bruce, leaving him vulnerable to a vicious follow-up attack.



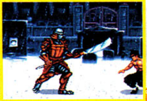
CLAW MAN

Bruce can use his sensational leaping ability and Nunchaku to defeat Claw Man while staying out of reach of the metallic metacarpus. Bruce can build Chi by swiftly passing the Nunchaku from one hand to another, then strike like lightning with the medium-range Swing Attack.

10

THE GRAVEYARD

While filming *Enter the Dragon*, Bruce has a nightmare about The Phantom attacking his son, Brandon, in a graveyard! Bruce will need his Nunchaku to defeat this unearthly opponent, who lashes out with a razor-sharp Kwondon. Both Fighter and Nunchaku techniques leave Bruce more vulnerable than the conventional Mantis technique, but Bruce doesn't care. After all, he's fighting for his son's life!

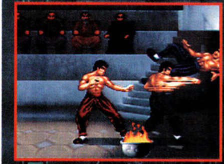


THE PHANTOM

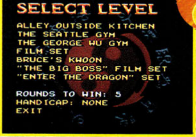
The masked Phantom also appears in Story mode. When Bruce loses all his Mirrors, the scene grows dark. Lightning flashes, revealing the dreadful presence of The Phantom! Bruce can win back all his Mirrors by battling The Phantom to a stalemate.

MATCH FIGHTING

Fight-game fanatics will want to skip directly to Dragon's full-throttle Match modes. The action really heats up when you build Bruce's Chi and launch him into the advanced fighting techniques. Soon, the sky is filled with swooping and diving Bruce Lees.



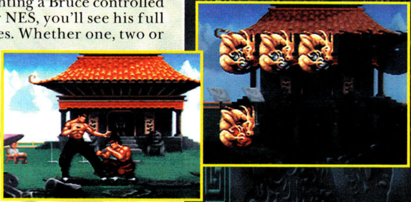
ONE-PLAYER MATCH



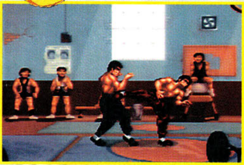
SELECT LEVEL
ALLEY OUTSIDE KITCHEN
THE SEATTLE GYM
THE GEORGE WU GYM
FILM SET
BRUCE'S KWOON
"THE BIG BOSS" FILM SET
"ENTER THE DRAGON" SET

ROUNDS TO WIN: 5
HANDICAP: NONE
EXIT

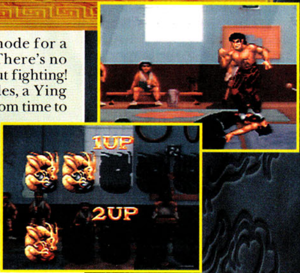
When fighting a Bruce controlled by your Super NES, you'll see his full range of moves. Whether one, two or three play, you always have a choice of six backgrounds and difficulty levels. Thanks to a handicap option, novices can square off against fighting experts in One-, Two- or Three-Player Match modes. The handicap halves the energy of any Bruce Lee.



TWO-PLAYER MATCH

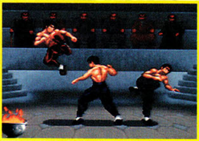


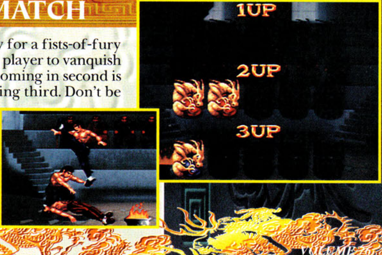
This may be the best mode for a pure adrenalin rush. There's no strategy here–just flat-out fighting! In all three Match modes, a Ying Yang symbol appears from time to time. Leap to grab this and boost your Chi. When you have sufficient Chi, a flashing sign will announce that you can launch into the Fighter technique. In these short matches, that may be enough to give you the winner's edge.



THREE-PLAYER MATCH

When a third, blue-clad Bruce Lee appears, get ready for a fists-of-fury flurry! You can all-out fight or team up with another player to vanquish the remaining Bruce Lee. Remember, though, that coming in second is the same as finishing third. Don't be too helpful to your partner, or the dragon may turn around and bite you!





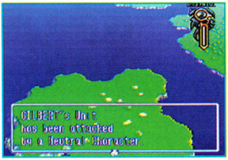
COUNSELORS' CORNER

Super NES OGRE BATTLE

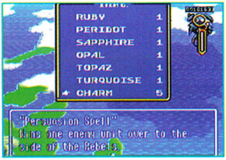
HOW DO I BEFRIEND A CHARACTER?

Ryan Bornemeier

Neutral characters encountered throughout the game can be recruited when you select the Befriend option. Characters loyal to the Empire cannot be befriended in combat. A Persuasion or Charm item can also win a warrior over to your side. Certain creatures may only be recruited after collecting particular items or speaking with other characters.


GILBERT's Unit has been attacked by a Neutral Character.

Neutral characters can be recruited during random encounters throughout the game.

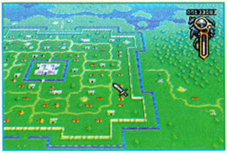


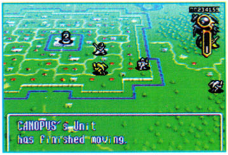
"Persuasion Spell" Wins one enemy unit over to the side of the Rebels.

A Persuasion spell (listed as a "Charm" item) can increase the numbers within your ranks.

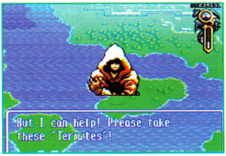
HOW DO I GET BEHIND THE WALLS IN ZENOBIA?

The high wooden walls surrounding the Slums of Zenobia and the City of Milano confound more than a few soldiers. High flying military units may fly over the barriers, but most players find that they need a powerful land-based force to defeat the enemy. Venture south of the Debonair's lair and explore each of the small islands in the bay. One of the larger islands conceals a secret Roshfallian Temple. Visit this temple and speak to the monks to receive the Termite item. You can use the hungry insects to eat through the fortress walls surrounding both cities.


The formidable walls in the Slums of Zenobia are a common problem area for Ogre Battle players.


CANOPUS's Unit has finished moving.

Cross towering barriers with high flying units or employ hungry insects to eat through city walls.


But I can help! Please take these 'Termites'!

Find the termites in a hidden Temple on an island south of General Debonair's base.

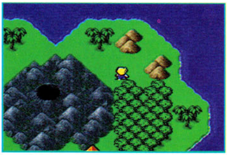
Super NES

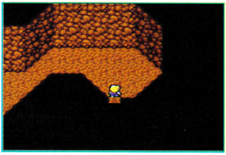
SECRET OF THE STARS

Phil Nelson

HOW DO I ENTER JEEP VOLCANO?

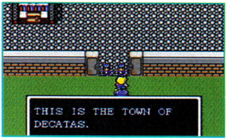
The entrance to Jeep Volcano is located in the brown hills on the northeast corner of Heart Island. Push against the south side of each embankment. One cave provides you with valuable information while the other cave leads to Jeep Volcano. Talk to your father's ghost and explore the island using David of Kustera before you venture deep beneath the rumbling mountain.


Find the caves in the northeast corner of the island. A tunnel leads beneath the volcano.

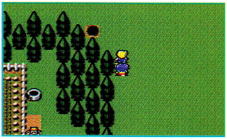

Push against the ridge of the brown hill on the right. This dark cavern leads to the volcano.

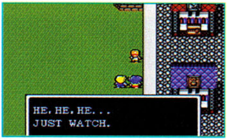
HOW DO I ENTER THE CITY OF DECATUS?

The city of Decatus is filled with new items, weapons and a wealth of information. Unfortunately the city guards won't let you in the front gate. You need to find another way over or under the city walls. Visit the village of Giant and speak to the digger in the town's upper right corner. You'll find the Digger by walking around the outskirts on the right side of the village. The digger likes to help children. Speak to him using the Aqutillion party and he'll agree to dig a tunnel beneath the walls of Decatus.


THIS IS THE TOWN OF
DECATAS.

The Decatus guards refuse entry to strangers, but there's another way to get in.

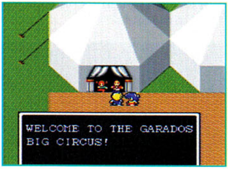

Find the Digger in a hole in the upper right-hand corner in the village of Giant.


HE. HE. HE...
JUST WATCH.

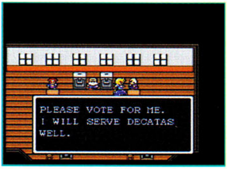
Digger likes kids and is willing to help out the Aqutillion party. Let him dig a tunnel for you.

WHERE CAN I FIND A TICKET TO THE CIRCUS?

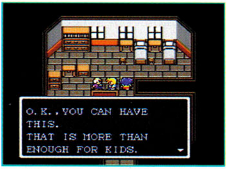
You can't get beneath the big top in Decatus until you find an admission ticket. Fortunately, luck is on your side. The mayor's race is underway and the campaigning politicians will do anything to get your vote. Visit the polls in the buildings east of the circus tent. Cast your ballot and revisit the mayor after he's won the election. Unlike some politicians in real life, he'll remember you and reward you with a ticket. Now you can see the biggest show on Secret of the Stars.


WELCOME TO THE GARADOS
BIG CIRCUS!

The circus is in town! The show is the hottest ticket around! How can you gain admission?


PLEASE VOTE FOR ME.
I WILL SERVE DECATAS
WELL.

Politics here are another form of a three ring spectacle. Visit the polls and vote for the mayor.


O.K..YOU CAN HAVE
THIS.
THAT IS MORE THAN
ENOUGH FOR KIDS.

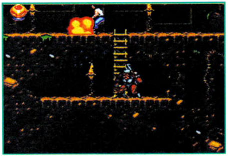
The mayor has a gift! Ignore ethics and grab the ticket. Justice will be served in the end.

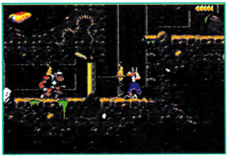
BLACKTHORNE

HOW DO I AVOID THE SPIDER MINES?

Greg Larzelere

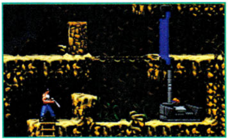
Spider Mines are robotic arachnids equipped with explosive charges. These mechanized spiders detonate if they touch you. Spider Mines can be destroyed with Fire Bombs or easily avoided. As a Spider Mine approaches, Press Up on the Control Pad. This move makes Kyle lean against the wall and blend in with the shadows. Hold Up on the controller until the danger has passed.

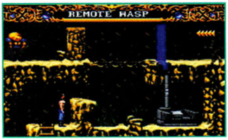

Spider Mines have explosive bites. Either destroy them or stand out of their path.


Blend into the shadows and seek quick cover by holding Up on the Control Pad.

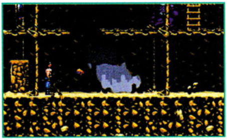
HOW DO I DESTROY REMOTE GENERATORS?

Wasp Bombs can destroy Power Generators in inaccessible locations. (The generator in Stage Four can be destroyed with the shotgun.) Wasp Bombs are remote controlled explosives that look like yellow bees. Highlight the Wasp Bomb in the item box and press the X Button to launch the weapon. Use the Control Pad to maneuver the bomb to the Power Generator. When the bomb arrives at the target, press the X Button again and detonate the Wasp Bomb's explosive charge.


Remote controlled Wasp Bombs are great weapons for destroying Power Generators.

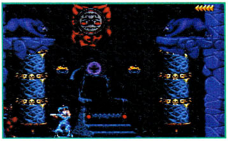


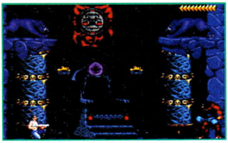
Select the Wasp Bomb in the item box and press the X Button to launch the device.

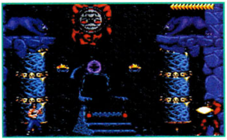

Pressing the X Button a second time detonates the on-board explosive charge.

HOW DO I DEFEAT SARLAC?

Sarlac is the final guardian in Blackthorne. While there are no safe spots or tricks for defeating this foe, there is an effective pattern that can improve your chances of success. Shoot continuously at Sarlac using the B and Y Buttons. The best technique for avoiding damage is to kneel below the lion statues. If Sarlac slings a fireball, stand and hold Up on the controller to avoid getting burned—this is the same trick you used on the Spider Mines and gunslinging enemies. If you find yourself in a precarious predicament, roll left or right and continue the fight to the end.


Sarlac is the final foe in Blackthorne. There isn't a safe location in his chamber.


Dodge damage by kneeling near one of the lion statues in the room and fire away.

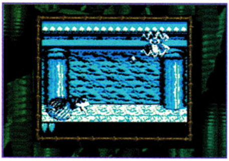

Stand and hold Up on the Control Pad to avoid getting burned by the searing fireballs.

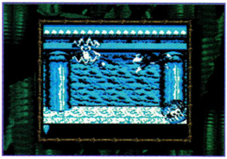
DONKEY KONG LAND

HOW DO I DEFEAT THE GIANT CLAM?

Sue Nelson

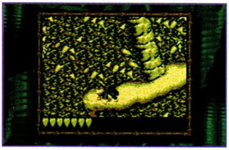
The Giant Clam in Seabed Showdown loves to share his perilous pearls of wisdom with you. You can beat him if you know the secret about the closed clam shell. Errant pearls always bounce off the closed clam. Swim between the Giant Clam and the closed shell and let the pearls bounce back and strike the Giant Clam. Repeat the pattern until the Giant Clam is chowder.

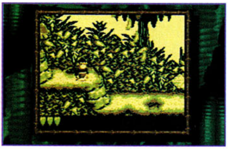

Position yourself in front of the other closed clam in the room and wait for the pearl.

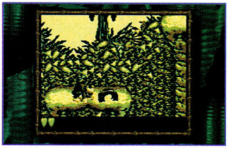

Move out of the way as the pearl torpedoes through the water. Watch for the ricochet!

WHERE ARE THE HIDDEN AREAS IN LEVEL 1-6?

Tire Trail, the sixth level in the first world of Donkey Kong Land, conceals a total of three different secret areas, more than any other level in the game. If you don't find all three of these locations, you won't get 100% and the best ending. Find the first area below the starting point of the level. The second area is at the top of a rising rope prior to the continue point. The entrance to the third secret area is in a barrel below a diving Zinger. Examine the photos below to nail down the specifics.


Drop off the starting point ledge and go left to the cliff—jump in the barrel on the other side.


Jump down along this string of bananas to reveal a rope. Take a ride to a secret area!


Don't bother this bee—look down and jump to the barrel leading to the third secret area.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

SUPER MARIO ALL STARS

Q: Is there a Minus World in the game?
A: No, it's only in the NES version.

Q: How many warp points are in the Lost Levels?
A: Nine.

Q: Can I get 28 P-Wings after I finish Super Mario Brothers 3?
A: No, they're only in the NES version.

EARTHBOUND

Q: Which is better—the Casey Bat or the Gutsy Bat?
A: The Gutsy Bat is better. You'll strike out if you use the Casey Bat.

Q: Can I stay at the Inn in Moonside?
A: Yes, but you must answer "No" when the innkeeper asks you if you want to stay (everything is reversed in Moonside, including your answers).

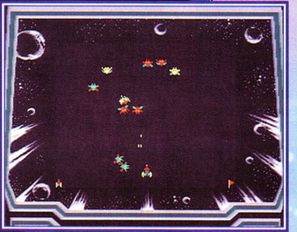
MORTAL KOMBAT II

Q: Which hidden characters are in the game?
A: Jade and Smoke.

Q: Can I do Friendship Moves?
A: No, not in the Game Boy version.

Q: Is there a bonus level?
A: No, not in the Game Boy version.

Galaxian™



Travel back in time with Nintendo's handheld release of a classic from the dawn of video gaming. The year is 1979. Disco rules the radio, "Dallas" tops the Nielsens and grown men are still wearing leisure suits. Meanwhile, gamers go gaga over Galaxian, blowing quarters by the pocketful down at the local arcade on this hot title. Now you, too, can capture—or recapture—that Galaxian feeling by jumping into the cockpit of this arcade classic and blasting away at the fleet of alien spacecraft invading earth!

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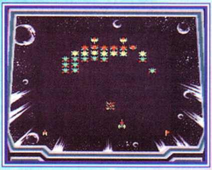
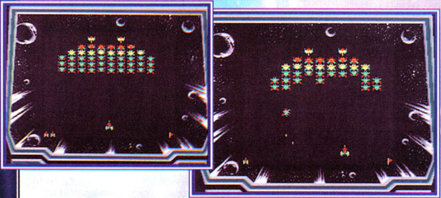
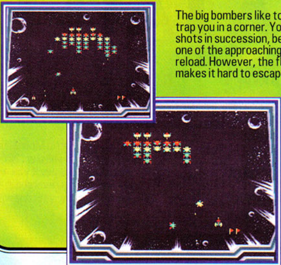
GREETINGS EARTHLINGS

The brilliantly simple premise of Galaxian guarantees hours of arcade-style fun. A horde of alien spacecraft is invading earth. Your task: destroy as many as possible! You have three high-tech fighters but you can only use one at a time. The militaristic marauders move in lockstep at first, but soon giant ships, protected by the craft in the front ranks, peel off and shower you with bombs. When you destroy all the craft in one convoy, another convoy will bear down on you. The pennants in the lower right-hand corner indicate how many convoys you have battled. When Galaxian and Galaga are played on a Super Game Boy, their colors are faithful to the original games. What's more, the frames are faithful copies of the artwork found on the vintage arcade cabinets!





CONVOY CORNER

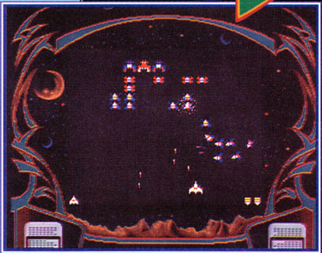


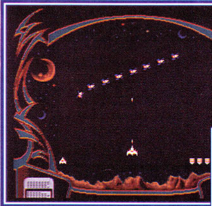
The big bombers like to fly in squads of three and trap you in a corner. You can get off several quick shots in succession, because each time you hit one of the approaching ships, you automatically reload. However, the flurry of falling bombs makes it hard to escape without getting hit yourself. Slide to the inside when you see a terrible trio heading your way! However, you don't have to run when single spaceships swoop down on you, especially the poky green ones. A ship will pause ever so slightly just before it reaches you. This fatal pause gives you a chance to finish it off!

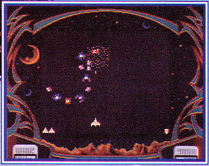
Galaga™

EEEK! IT'S A GIANT BUG!

Get your adrenalin pumping before taking over the controls of Galaga. You'll need it! That's because the game's rapid-fire action allows you to squeeze off rounds as fast as you can move your finger. With careful positioning you can decimate the first two rows of flies as they circle before you. The flies are followed by a double row of intergalactic insects that can be brought down with two hits apiece. The remaining bugs then form a tightly coordinated swarm, much like Galaxian, with individual bugs peeling off for dive-bombing runs. Thanks to Galaga's enhanced artificial intelligence, the bugs will change course to elude your fire. That means you'll have to be very quick if you want to clip their wings!

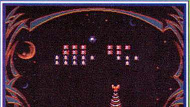


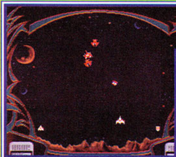


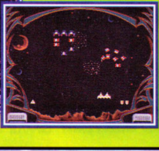


BEAM ME UP

When the last remaining big bug flies down, it will try to capture your ship with a powerful tractor beam. Should the bug succeed, it will return to the top of the screen with your ship right behind it. You can then use your reserve ship to blast the bug and free your ship, giving you two ships and twice the firepower!



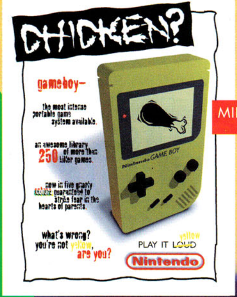




Never ones to rest on their laurels, the folks at Namco apparently spent the following two years watching sci-fi movies from the 50s on late-night TV, hence their ingenious idea for Galaga: giant bugs invade earth! Once more, you're an intrepid star pilot. This time, your task is to exterminate all the flies, scorpions and other icky things that go bump in outer space! Dazzling enhancements include bugs that fly in circles and spooky sound effects straight out of the opening credits for "The Outer Limits."

GAME BOY PLAY IT LOUD! SERIES

All over the U.S. and Canada, budding advertising directors got creative with ads for all five colors of the new Play It Loud series of Game Boys. Of the thousands of entries, red and clear seemed to be the most popular colors. As you can see, our top ten winners created it loud using paints, pens, pencils and computers, and the themes ranged from comic to cool. Dozens of other great entries received votes, as well, but we just didn't have enough space to show them all.



CHICKEN?

gameboy–

the most intense portable game system available.

an awesome library of more than 250 killer games.

now in five gnarly colors guaranteed to strike fear in the hearts of parents.

what's wrong? you're not yellow, are you?

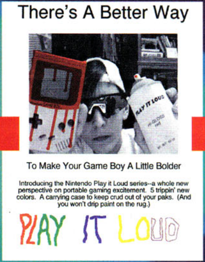
PLAY IT ~~LOUD~~ yellow

Nintendo

Nintendo GAME BOY

MIKE PHILLIPS

Ogden, UT



There's A Better Way

To Make Your Game Boy A Little Bolder

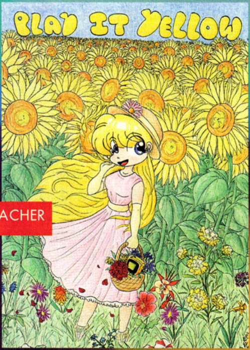
Introducing the Nintendo Play it Loud series--a whole new perspective on portable gaming excitement. 5 trippin' new colors. A carrying case to keep crud out of your paks. (And you won't drip paint on the rug.)

PLAY IT LOUD

PLAY IT LOUD

BRENDAN LEE

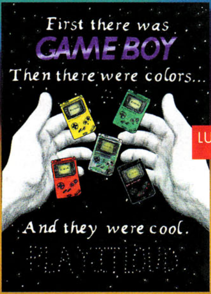
Wheaton, IL



PLAY IT YELLOW

LAURA SCHUMACHER

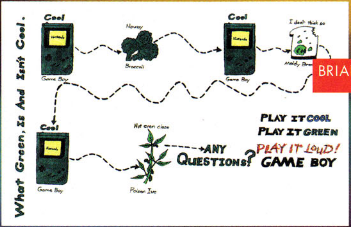
Toledo, WA



First there was
GAME BOY
Then there were colors...
And they were cool.
PLAY IT LOUD

LUKE BALLARD

Elba, NY



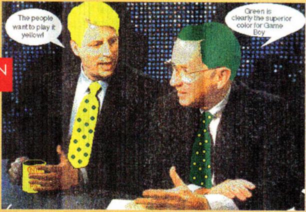
What Green, Is And Isn't Cool.
Cool
Game Boy
Noway
Broccoli
Cool
Game Boy
I don't think so
Moldy Bre
Cool
Game Boy
Not even close
Poison Ive
ANY QUESTIONS?
PLAY IT COOL
PLAY IT GREEN
PLAY IT LOUD!
GAME BOY

BRIAN SHATTUCK

Crocker, MO

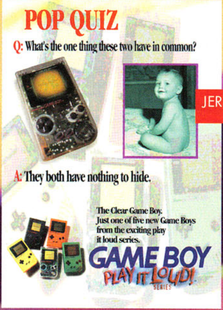
ROB LEVIN

Levitown,
NY


The people want to play it yellow!
Green is clearly the superior color for Game Boy

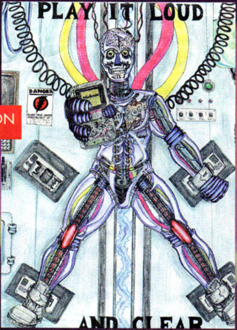
JERRY DILLINGHAM

Henderson,
KY


POP QUIZ
Q: What's the one thing these two have in common?
A: They both have nothing to hide.
The Clear Game Boy. Just one of five new Game Boys from the exciting play it loud series.
GAME BOY
PLAY IT LOUD!
SERIES

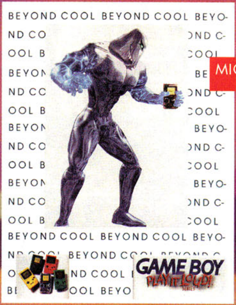
ARIANA CLAPTON

Revelstoke,
B.C.


PLAY IT LOUD
DANGER
AND CLEAR

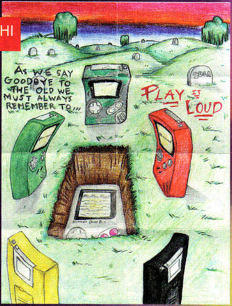
MICHAEL LIVERMON

Escondido, CA


BEYOND COOL BEYOND COOL BEYO-
BEYOND COOL BEYOND COOL BEYO-
GAME BOY
PLAY IT LOUD!
SERIES

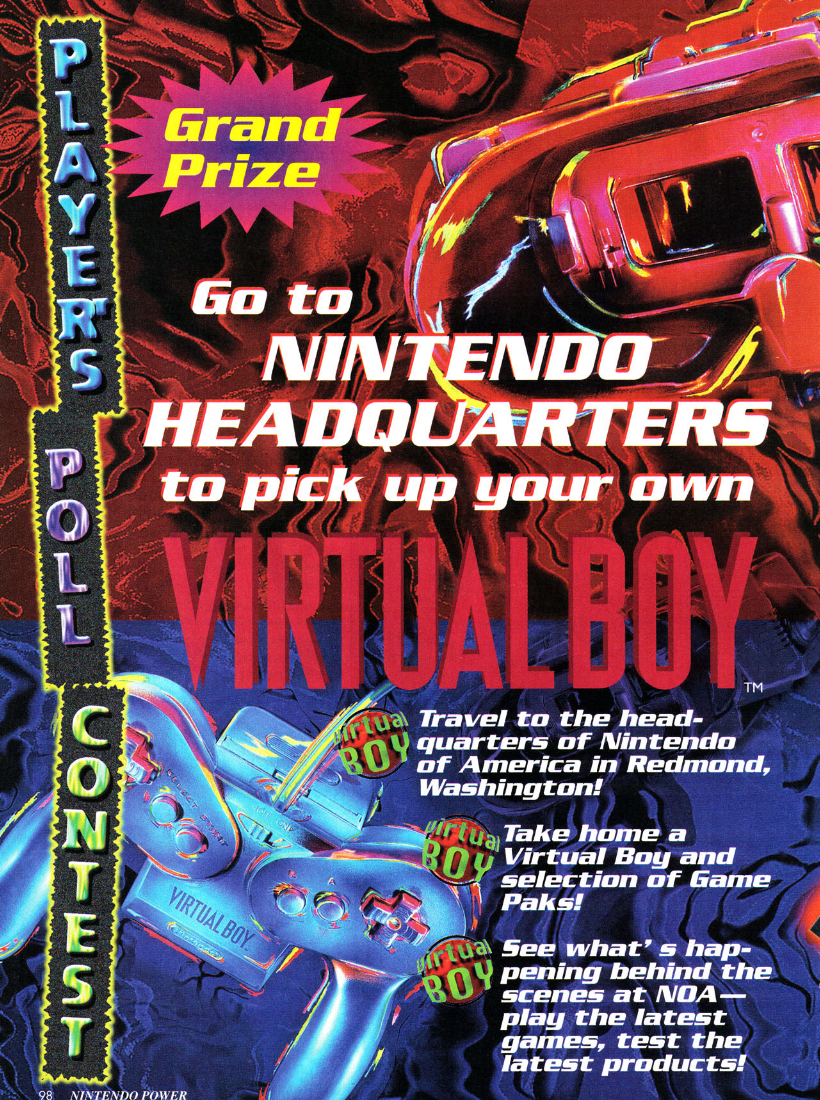
MORGAN LUTHI

Davis, CA


As we say goodbye to the old we must always remember to...
PLAY IT LOUD
SEGA

WHAT COLOR IS YOURS?

PLAYER'S POLL CONTEST



Grand Prize

Go to NINTENDO HEADQUARTERS to pick up your own VIRTUAL BOY™

- Travel to the headquarters of Nintendo of America in Redmond, Washington!
- Take home a Virtual Boy and selection of Game Paks!
- See what's happening behind the scenes at NOA—play the latest games, test the latest products!

Second Prize
5 Winners
Virtual Boys

Immerse yourself in an all-new, 3-D environment!

Third Prize
5 Winners
Nintendo Power T-Shirts

Make a virtual fashion statement!

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 76, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

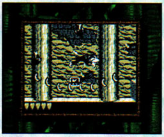
NINTENDO POWER
PLAYER'S POLL VOL.76
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than October 1, 1995. We are not responsible for lost or misdirected mail. On or about October 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after October 31, 1995, send your request to the address above. GRAND PRIZE: The Grand Prize Winner will win a trip to NOA headquarters in Redmond, Washington to pick up his or her Virtual Boy. NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Virtual Boy is not recommended for play by children six years old or younger. Estimated total value of all prizes is $4,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

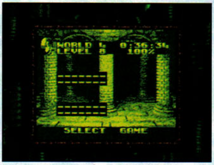
The Power Players' AREN

PRO VS PLAYER

DONKEY KONG LAND



Tom, a game counselor in Nintendo's Call Cent~~, completed all of Donkey Kong Land in 36 minutes and 34 seconds. He thinks NO ONE will beat his time! He doesn't know you very well, does he? Go bananas as you roll, blast, and carom your way through all of the levels. The first ten players that attain 100% and beat Tom's time receive four Power Stamps!



Can you get through 100% of Donkey Kong Land in less than 36:34? Show us your best time!

POWER CHALLENGE

BUST-A-MOVE

1UP
3460
BUBBLE 0306
NEXT

1UP
3800
BUBBLE 0179
NEXT

Bust a new high score with Bub and Bob! How many bubbles can you burst in Challenge Record Mode? The players with the top ten scores win Power Stamps! The toughest part of this contest is putting down your controller!

Don't be hard on yourself—start out with Challenge Record mode on "easy."

POWER CHALLENGE

LOONEY TUNES B-BALL

Sufferin' Succotash! Welcome to the looniest Basketball game ever to hit the Arena! How many total points can you score in one player mode vs. the computer? Do you pick players that can play inside the key or shoot outside from three point land? Don't let that heavy anvil drop on your head... throw a cream pie instead! Top ten point scorers dribble away with Power Stamps!

TIME BOMB
324
264

0
2
TIME BOMB
314
264
DEFENSE

Just go Daffy or spaz with Taz at the top of the key.
Remember to set the game difficulty on the lowest level!

ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than October 20, 1995 to qualify for the Power Stamp prizes. The players who best complete a Challenge receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Nintendo Power Staff determine the selection of printed scores. Address your entries to:

POWER PLAYERS' ARENA P.O. BOX 97033 REDMOND, WA 98073-9733

MARIO'S PICROSS

Can you beat 5:06 in Time Trial mode?

Mike Bogenschutz	Baileys Harbor, WI	1:01
Scott Rippey	Murrieta, CA	1:03
Chris Hoffman	Hamilton, OH	1:41
Ryan Byers	Tolono, IL	3:04
Karl Wimmer	Cloquet, MN	3:40
Justin Hoyt's Mom	Covina, CA	3:49
Jim Wilson	Jacksonville, FL	3:59
Kyle Mellander	Antioch, CA	4:00
Mike Rennick	Calgary, AB	4:20
Cheryl Hughes	Vancouver, BC	5:00

STAR TREK: STAR FLEET ACADEMY

Honor Roll with a Perfect Score

Josh Beall	Arnold, MD
Harry Brammer	Brookefield, WI
Jesse Chan	Rockaway, NJ
Dustin Duncan	Gadsden, AL
Jeremy Horn	Manassas, VA
Todd Mayfield	Tracy, CA
Michael O'Conner	Warminster, PA
Damon Smith,	Elizabeth, WV
Michael Vickers	Albuquerque, NM
Steven Yount	New Brighton, PA

POWER CHALLENGE

THIS MONTH'S WINNERS FOR:

WHAT IS IT?!

CRYSTAL CLEAR!

A-a-a-a-a-g-h! S-s-s-something w-was b-b-b-bumping th-this ph-ph-photographer!

Mike Pedersen of Fremont, Nebraska took this picture for Don Magnuson. Nice Shot (and a pretty cool mag, too).

SELECT A GAME
Erase Game

Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES, first move your system near your television so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, get a life, quit cheating, and try again without one.

MADDEN NFL '95

Best World Records

MOST YARDS PASSING

CHRIS HOFFMAN	HAMILTON, OH	7,037 YARDS

MOST YARDS RUSHING

CHRIS HOFFMAN	HAMILTON, OH	6,334 YARDS

LONGEST PASS CAUGHT

SEAN/CHRIS ARENDELL	GREELEY, CO	100 YARDS
DAVE BURMASTER	SCHENECTADY, NY	100 YARDS
CHRIS HOFFMAN	HAMILTON,OH	100 YARDS
DAVID HOFFMAN	GIBSONIA, PA	100 YARDS
ADAM JOHANNS	OSAGE, IA	100 YARDS
STEVEN SHIELDS	SAN MATEO, CA	100 YARDS
BRANDON STERNER	BRUNSWICK, OH	100 YARDS

LONGEST RUN MADE

CHRIS HOFFMAN	HAMILTON, OH	100 YARDS
BRANDON STERNER	BRUNSWICK, OH	100 YARDS

MOST TOTAL YARDS

ADAM JOHANNS	OSAGE, IA	7,610 YARDS

MOST POINTS SCORED

SEAN/CHRIS ARENDELL	GREELEY, CO	245 POINTS
CHRIS HOFFMAN	HAMILTON, OH	245 POINTS
DAVID HOFFMAN	GIBSONIA, PA	245 POINTS
ADAM JOHANNS	OSAGE, IA	245 POINTS
BRANDON STERNER	BRUNSWICK, OH	245 POINTS

LONGEST FIELD GOAL

DAVID HOFFMAN	GIBSONIA, PA	59 YARDS

Nintendo® NOW PLAYING

Your Power Guide To The Latest Releases

SEPTEMBER 1995

CASTLEVANIA: DRACULA X

Super NES

Company............Konami
Release Date......September 1995
Memory Size .....16 Megabits

Simon Belmont returns to the Super NES and his legendary role as a tenacious vampire hunter in an all new adventure.

The first Castlevania game for the NES became a hit overnight, and Konami has stuck with its tried-and-true formula ever since. The formula includes a vampire hunter with a whip who also uses assorted secondary weapons while facing lots of haunting enemies. The three NES games, two Game Boy adventures and one previous Super NES title all feature excellent graphics and music and always provide players with a great challenge. Castlevania: Dracula X is the next installment. Don't expect great surprises in Dracula X. Konami kept the classic look and feel of the earlier games while making small innovations here and there. Some of the graphic effects, especially in the backgrounds, add a glitzy veneer to the basic action. The artists also managed to add a sense of depth through skillful shading and use of perspective. As for the enemies, many of the skeletons, medusans, fishmen and others reprise roles from previous games. The action leads you through seven stages of danger with lots of vertical as well as horizontal areas and a great variety of enemies. Nintendo Power leads you into the shadows in this month's review.

+ Classic Castlevania game design. Good graphics. Good challenge.

– Music varies in quality. Small hero character.

DOOM

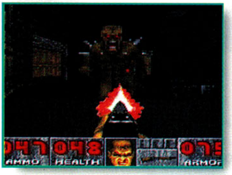
Super NES

FX^2

Company ....Williams Entertainment
Release Date.....September 1995
Memory Size.....16 Megabits

Bloodthirsty aliens have invaded the moons of Mars. Trying to stop them may lead to your doom.

One of the most successful PC games of all time makes its Super NES debut in a huge 16-megabit Game Pak with extra processing power courtesy of the FX^2 chip. Williams Entertainment, Id Software and the programmers at Sculptured Software who carefully recreated both the look and playing speed of the PC game deserve a lot of credit. The first-person perspective uses polygons and texture maps to create 22 stages of high-energy, shooting action. All the bosses from the original Doom have been included, although six stages were cut



due to a shortage of memory. Still, this is the best Doom for a video game system currently available. The game places you on Phobos—one of the moons of Mars—where a distress call from a scientific outpost suggests that aliens have invaded. When you and your comrades arrive, you stay behind until you suspect that things have not gone as planned. To your horror, you discover that you are now all alone at the desolate base and your only protection is a revolver. Thus begins a game of hunt-or-be-hunted as you move through the alien-infested corridors, searching for weapons and driven by revenge. Throughout the game you'll pick up armor, ammo and keys to unlock new areas. You'll also find hidden doors, stumble into traps and face a horde of very tough and very ugly aliens. Because of all the spilled blood, Doom received a Mature rating by the IDSA, suggesting that it is suitable for players 17 years of age or older. Doom has its share of blood and guts, but the Mature rating seems harsh when compared to the Teen ratings earned by other hack 'n' slashers out this year. Don't miss this month's Power review and all the blazing action in Doom.

⊕ Excellent game design. Good, but bloody, graphics. Fast scrolling. Great sound effects and music. Challenging and fun. (If you've never played Doom, you're missing out on an experience that will shape the future of video games.)

⊖ Several of the stages from the original Doom are missing. The graphics aren't quite as good as they are on a good computer monitor. (If you've already thrashed Doom on your PC, this game won't provide any new thrills.)

DRAGON: THE BRUCE LEE STORY

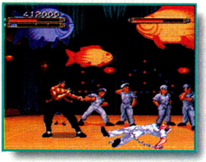
Super NES

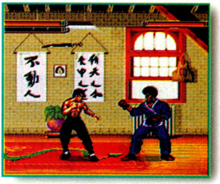
1-3 players

Company............**Acclaim**
Release Date......**September 1995**
Memory Size .....**16 Megabits**

The spirit of Bruce Lee returns with fists of steel in this unique fighting game from Acclaim.

Virgin Interactive originally planned to release Dragon, but Acclaim picked up this fighting tournament game recently and will market it this fall. Dragon: The Bruce Lee Story uses three of the black belt hero's movies as the backdrop of the game. Don't expect much more than a nod to the movies, though. The adventure aspect never comes into play in Dragon. The one-player game holds few surprises. You must duel with a series of opponents using hits, kicks, and special martial arts moves. The biggest innovation in this part of the game is that you can use better moves if you build up enough experience points. That option alone makes it an interesting play, but Dragon goes beyond that by including a traditional two-player mode and—hold on to your nunchakus—a three-player option. You can also play two against the computer. In all of these modes of play, the experience meter is a major part of the game. He who proves his worthiness early will prosper...and kick some Buddha.





⊕ Some unique options and tactics for a tournament fighter. Fun for up to three players. Fairly challenging, even in the one-player mode.

⊖ The graphics are nothing special, although some of the moves look cool.

GALAGA/GALAXIAN

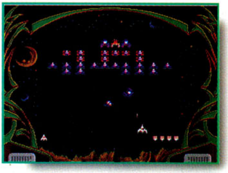
Game Boy

Company............**Nintendo**
Release Date......**September 1995**
Memory Size .....**2 Megabits**

Two more classic arcade games arrive for Game Boy with Super Game Boy enhanced features. It's a trip in time.

Galaga/Galaxian combines two of the best looking (and sounding) of the Arcade Classics series of Super Game Boy enhanced games. The colorful borders for the Super Game Boy will take players back to the early eighties when these games were a hit for Namco in the arcades. Now, Namco has worked with Nintendo to reproduce the games for Game Boy and the results are impressive.

The plot behind Galaga is your basic alien menace scenario. Your ship moves along the bottom of the screen, blasting upwards while squadrons of aliens zip across the screen and swoop down in intricate patterns. Your ability to move into the spot where all the enemies in a squadron can be shot down is the key. Every so often, pairs of aliens and individuals dive down at you and fire two missiles at a time.



Galaxian begins with the same basic idea of one horizontally scrolling ship facing an alien menace, but instead of swooping squadrons of aliens, you face a large formation at the top of the screen. From time to time, aliens break away from the formation and dive bomb you while firing missiles. Both games include two-player alternating options. Fans of the arcade games or younger players who never got the chance to master Galaga/Galaxian shouldn't miss this month's Power review that steps back in time.

+ Great reproductions. Excellent use of Super Game Boy enhancements. Two-player modes.

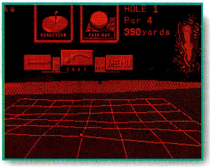
− Simple, repetitive play, although fun.

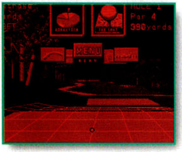
GOLF

Company..........**T&E Soft**
Release Date.....**September 1995**
Memory Size.....**8 Megabits**

Hit the links with Virtual Boy in the most realistic golf game that never leaves a divot.

Virtual Boy Golf, developed by T&E Soft of Japan, showcases the incredible 3-D of the new, portable system. T&E Soft is no stranger when it comes to quality golf games. Their offerings for the Super NES included True Golf Classics: Waialae Country Club and True Golf Classics: Pebble Beach along with Wicked 18—a fantasy course for true golf fanatics. Virtual Boy Golf uses some of the same excellent features, including the curved swing meter and gridded putting surfaces. The best part of the game, however, is the sense of control. An easy-to-use spinning menu lets you choose clubs, adjust your stance, view the course or your score and generally do all the things you could do on a real golf course...and you get to do it all at your own pace and in the order that you like. When you're finally ready to take a swing, go for it. As for the course graphics, the trees and other hazards are set along the Virtual Boy's 32 planes of depth and the ball smoothly shrinks into the distance. For the first time in a video golf game, you have the sense that you can truly judge distances. The 18-hole course in the game contains every sort of golfing terrain to test your mettle and patience. Head out to the links with Nintendo Power's power hackers this month.





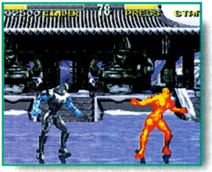
+ Good sense of 3-D. Excellent controls.

− Only one course.

KILLER INSTINCT

Company..........**Nintendo**
Release Date.....**August 1995**
Memory Size..... **32 Megabits**

The smash hit from the arcades comes home in an awesome, ripping, killer Pak for the Super NES. Who says miracles don't happen?



Killer Instinct can't be measured in megabits. It can only be measured in combo hits. The game wizards at Rare have stunned the world again by cramming practically the entire arcade game into this 16-bit version. But KI isn't about compression schemes. KI is the ultimate challenge for fighting game fans. All the characters have been included along with virtually every move. (Yes, even Cinder made it into the final game.) The phenomenal graphics of the arcade are reproduced with only small losses in background animation and frame rates. The play control will take a bit to master if you're fixated on the arcade controls, but the action is quick and smooth. If you haven't spent a billion quarters on KI in the arcades, you're going to be in for a big surprise when you play, because this tournament fighter emphasizes your choice of moves over pure speed. By putting different combinations of moves together, you can amass multiple "combo" hits that leave your opponent staggering. The one-player mode is terrific for practicing your combo breakers because the AI will throw every move in the book at you while most players have favorite moves that they use frequently. But the two-player mode is where KI cleans up. The combo of awesome graphics, moves, challenge, sound and energy is hard to resist. This month's special KI review features the hottest combos from some of the best KI players at Nintendo.

+ The best tournament fighting game ever for the Super NES. Excellent graphics, challenge, fun, sound. The Super NES game of the year.

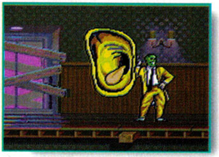
− Not an "exact" arcade replica.

THE MASK

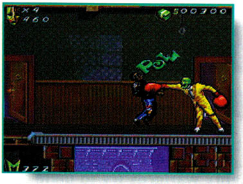
Super NES

Company..........**T•HQ**
Release Date.....**September 1995**
Memory Size.....**16 Megabits**

The man with the magical mask is smokin' in this action-packed platform game from T•HQ.



When Stanley Ipkiss puts on The Mask, he is transformed into a green-faced, struttin' maniac with a taste for dancing and danger. At least, that's the Stanley we all know and love from the movie and Darkhorse Comic books. In this platform game version from T•HQ, you must stop the bad guys of Edge City by using your incredible comic superhero powers—like the super whirlwind, a tiptoe walk for sneaking past snoozing enemies, and a unique ability to blow through gratings and pipes to reach new areas. The Mask's weapons consist of the same wacky hammers, boxing gloves and fistfuls of guns as in the movie. Even the movie music tunes have been recreated. Some of best animation occurs during wait periods when the Mask suddenly transforms into one of his cinematic roles, such as the tango king or the love-sick man whose heart pounds out of his chest. Each stage takes you through a maze of enemies and obstacles, some of which are taken from the movie, like the annoying alarm clock in Stanley's apartment building. Fighting action tends to be very simple with very little AI. The fun comes from trying to find your way through the maze, collecting bundles of bucks and other power ups and defeating the occasional mini-boss. This month's Power review will help you navigate the ins and outs of The Mask.



+ Smokin' animation that brings the character of The Mask to life. Some great comic moves taken from the movie. Good sound.

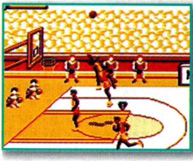
− Simple AI for enemies. Some maze areas are confusing.

NBA JAM TOURNAMENT EDITION

Game BOY

Company..........**Acclaim**
Release Date.....**June 1995**
Memory Size.....**4 Megabits**

Now you can slam and jam with NBA Jam Tournament Edition anywhere you go.



NBA Jam Tournament Edition for Game Boy recreates the same hit action of the arcade and Super NES versions with one difference—there is no two-player option. Virtually everything else, however, is in the game. The Game Boy version contains most of the options found in the Super NES Jam T.E., including Hot Spots, Power-Up Icons, Tag Mode and Juice Mode. The game plays like other NBA Jam versions. You take a team of two players from any NBA team and challenge the best in the league. Turbo shots and "On Fire" streaks can turn your regular all-star into a monster jammer. Each player is rated in eight categories on a scale of 0-9, but the most important skill is that which you bring to the game. First you have to take your team through a tournament that consists of the other 27 NBA teams. Then, after all that, you meet the ultimate challenge when facing superstar and special character teams. Each team has at least three NBA players, but some have more, as you'll find out if you cruise through the season. There are also a number of hidden, secret characters, but you'll need special codes to get them.

+ Very good play control and graphics. Passwords. Secret codes.

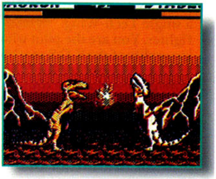
− No Super Game Boy enhanced features. No two-player option.

PRIMAL RAGE

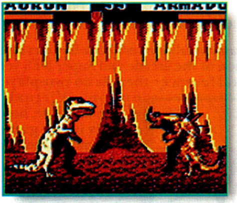
Game BOY

Company..........**Time Warner Interactive**
Release Date.....**September 1995**
Memory Size.....**2 Megabits**

When ancient gods fight for the right to rule Earth, people may end up as snacks.



Primal Rage for Game Boy recreates the look and feel of the arcade game. Probe has programmed a simplified game plan for these paleo-gods whose rage drives them into immortal combat around the globe. The story may be weird, but the action falls firmly in the tournament fighting category of action games. Six monster-gods battle using kicks, bites, tail whips and special power moves to prove that they are omnipotent. In this



small screen version, there is no sign of the human supporters of the two fighting gods. (They're probably off playing the Super NES game.) The finishing moves—always a big draw in fighting games—often include such tasteful acts as eating one's defeated opponent or flaying the skin off of its body.

As charming as all this sounds, Primal Rage for Game Boy doesn't quite measure up to its big brother for the Super NES. The one-player game doesn't have the intensity of the two-player matchup for the Super NES because the AI is uneven on the characters. Some characters are challenging while others are lunch meat. If you master a few of the special moves quickly, you should be able to roll through the early rounds of Primal Rage. On the other hand, the speed of the characters is pretty good for a Game Boy fighter. You don't feel as if the characters are walking against a hurricane.

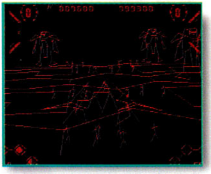
+ Good graphics. Easy to learn and win.

− No enhanced Super Game Boy features. Not very challenging.

RED ALARM

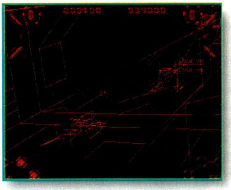
Company .... **Nintendo**
Release Date ..... **September 1995**
Memory Size ..... **8 Megabits**

Virtual Boy rockets into futuristic conflict when chaos reigns and the Red Alarm is humanity's last hope.



When a machine designed to end all war on earth gains sentience, it spells disaster for the world. After the 70-year war of the 21st Century, only one viable weapon system remains intact—a single Tech-Wing fighter. You are the pilot who must fly into the shifting reality of the K.O.S. machine and destroy its core.

The first shooter for Virtual Boy turns out to be much more than the simple shooters you may have played on two-dimensional video game systems. Red Alarm takes you into a 3-D universe where you have total control of your Tech-Wing fighter—to go where you want to go, to do what you want to do, and to blast what you want to blast. Of course, there are a few limitations. Would-be Tech-Wing pilots can fly in 360° within the confines of the current stage, but not beyond predefined limits. In each of the six stages, you'll encounter alien enemies, both biological and mechanical, and one major guardian at the end. The wire-frame, vector graphics convey a sense of depth in the Virtual Boy environment, but the graphics also present a few difficulties since there are no visible solid surfaces to indicate when your fighter has reached a barrier. Once you've figured out how to navigate, the action really starts to howl. Some of the special features in Red Alarm include custom camera angles and replays flight. You can choose one of four different camera angles during the live game or the stage replay. Star Fox was just baby steps in comparison to Red Alarm. Now it's time to sprint. This month's Power review takes you into orbit and back again.



+ Excellent sense of 3-D. Fast. Challenging.

− Lack of solid surfaces for spatial references.

ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE

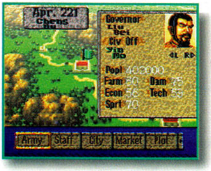
1-8 PLAYERS

Company .... **Koei**
Release Date ..... **July/August 1995**
Memory Size ..... **24 Megabits**

Koei's newest historical RPG takes you back to China in the third century A.D., when two mighty warlords try to unite a shattered empire.

Once more the Middle Kingdom of China hurtles toward chaos when the emperor dies. Now, two strong military leaders vie for supremacy while dozens of minor lords rampage throughout the land. Koei's latest historical RPG from producer/designer Kou Shibusawa features impressive animated cinema scenes, a full musical score and special graphics effects that will stun long-time Koei fans. The essence of the strategy game remains true to the Romance series, in which players strive to unify the ancient and war-torn provinces of China. With six scenarios to choose from and numerous possible outcomes, this game has almost endless replay value. After choosing your scenario and ruler, you'll be thrown into the thicket of political intrigue that requires not only that you keep your own house in order, but that you muck up your neighbor's house. The amount of information available can be staggering, but Koei's latest interface is by far the best ever for one of its historical RPGs—it's both easy to learn and use.

As the leader of a region, you'll begin the game with a number of towns, retainers, equipment, provisions and gold. During your turn, you can build infrastructure like farms or dams, train troops, spy on enemies, start gossip in the towns of opponents, negotiate alliances, go to war, buy and sell commodities, recruit officers, delegate responsibility and make dozens of other command decisions. Each turn lasts one month and resolution follows the move. The AI is unpredictable enough to keep you on your toes, as well. If you've always wondered about this type of game, but haven't tried one yet, Romance IV is a good place to start. This month's Epic Center review covers the most important strategies for a future emperor.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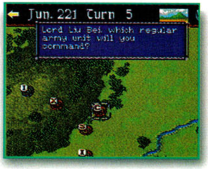

Jun. 221 Turn 5
Lord Liu Bei which regular army unit will you command?

+ Excellent graphics and sound for this type of game. The best menu selection system from Koei to date. Complex strategies. Replay value. Lasting interest.

– The historical period may seem obscure to many Americans.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
CASTLEVANIA: DRACULA X	3.7	3.0	3.2	3.2	★✪☆	K-A	ACTION
DOOM	3.5	3.3	3.7	3.7	✯✪☆	M	ACTION
DRAGON: THE BRUCE LEE STORY	3.4	3.2	3.1	3.1		T	FIGHTING
GALAGA/GALAXIAN	2.7	3.7	3.2	3.0	✯✫✳	K-A	ARCADE
GOLF	3.5	3.7	3.2	3.5	✯✪☆✫	K-A	3-D GOLF
KILLER INSTINCT	5.0	4.0	4.6	4.1	✯★✫✪☆✳	T	FIGHTING
THE MASK	3.3	3.3	3.3	3.3		K-A	ACTION
NBA JAM TOURNAMENT EDITION	3.1	3.1	2.9	2.9		K-A	BASKETBALL
PRIMAL RAGE	3.4	3.0	3.2	3.0		T	FIGHTING
RED ALARM	3.2	3.5	3.6	3.5	✫	K-A	3-D SHOOTER
ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE	3.2	2.6	3.4	3.3		K-A	HISTORICAL RPG

ICON KEY

- 1-PLAYER MODE
- MULTI-PLAYER ALTERNATING
- MULTI-PLAYER SIMUL.
- PASS-WORD
- BATTERY BACK-UP
- GAME LINK
- SUPER GAME BOY
- SUPER FX
- SUPER NES MOUSE
- SUPER SCOPE

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott**
Sports, Simulations, Adventures
★ **Leslie**
RPGs, Puzzles, Adventures
✫ **Jeff**
Action, Sports, Fighting
✯ **Jon**
Fighting, Simulations, RPGs
✳ **Dan**
Action, Adventures, Puzzles
☆ **Terry**
RPGs, Simulations, Sports

IDSA Ratings:

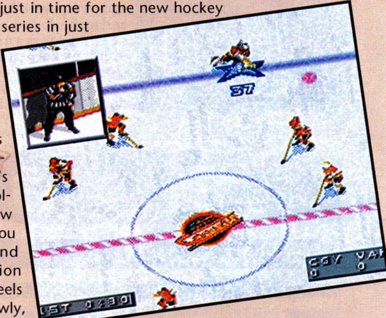
These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

PAK WATCH

THE *INSIDE* SOURCE ON FUTURE GAMES

NHL '96

EA Sports comes through again, and just in time for the new hockey season. NHL '96 improves the classy series in just about every area. As in last year's version, NHL '95, this game combines the NHL and NHLPA licenses so that you get real players and teams. Although the changes are often subtle, the overall difference in play is remarkable. Your sports editors compared last year's NHL '95 and this year's NHL '96 directly and uncovered the following improvements. First off, the view of the ice is more removed so that you can see farther, making passing and shooting more natural. The animation looks smoother and the play control feels very realistic with skaters starting slowly, picking up momentum, etc. The digitized sound effects rival the real thing. Breakaway nets, fighting, hat tricks, penalties, crowd responses keyed to fouls and goals all give NHL '96 the sense of reality that few sports games achieve. Like last year's NBA Live '95, NHL '96 is a cut above the rest. Whether you're a hockey nut or not, this is a great two-player or one-player sports title. Look for it in October.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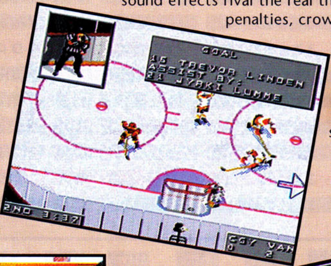
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21 JYRKI LUMME

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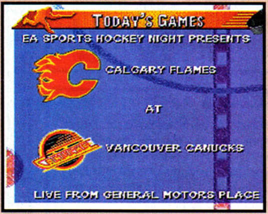
EA SPORTS


TODAY'S GAMES

EA SPORTS HOCKEY NIGHT PRESENTS

CALGARY FLAMES

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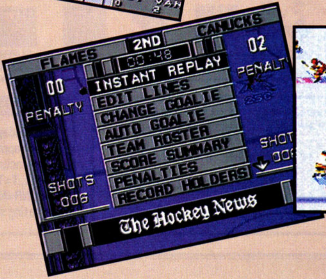
VANCOUVER CANUCKS

LIVE FROM GENERAL MOTORS PLACE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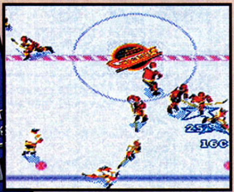
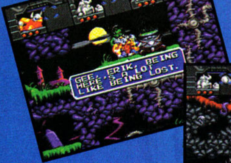
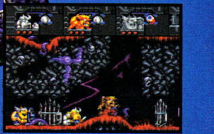


PAK WATCH EXCLUSIVE

FIRST LOOK

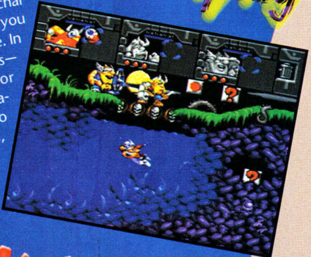


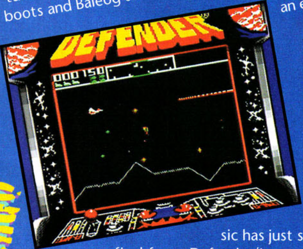


the Lost Vikings 2

interplay

Erik the Swift, Olaf the Stout and Baleog the Fierce have returned, or at least, we hope they will return this November or December. Interplay hasn't yet decided on a final release date for the new Vikings adventure, but the finished game just arrived at Pak Watch and we couldn't wait to join up with these three cool Norsemen in their latest romp. Once again, the mighty Tomator will test your cunning and puzzle-solving ability as you lead all three vikings through mazes filled with bizarre, humorous, and often deadly traps. The fun (and challenge) of the Lost Vikings games comes from the way in which you use each character to move the entire party past some obstacle. In LV2, Erik, Olaf and Baleog are joined by two mythical characters—a dragon and a werewolf—each with new special moves. For instance, the wolf can use his claws to climb walls. Other new features include Olaf's ability to shrink, Erik's high-jumping turbo boots and Baleog's new bionic arm. The sense of humor remains, as well. Let's hope for an early release.





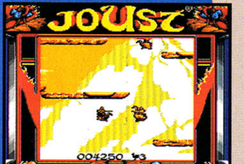
PAK WATCH EXCLUSIVE

INSIDER SPECIAL

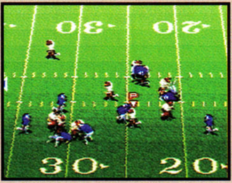
nintendo

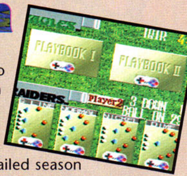
Nintendo's latest Game Boy arcade classic has just shown up at the Pak Watch desk in a close to final form. Defender/Joust combines two classic games from Williams in a Super Game Boy Pak. This may well be the best of the arcade classics. Defender plays fast and provides a challenge as you blast invading aliens over the surface of the planet. Joust includes a special updated graphics option that looks more sophisticated but preserves the frantic game play of the original, ostrich-riding Joust. Software Creations in the United Kingdom is putting the final touches on this classy classic, which should be ready in October.

DEFENDER/JOUST

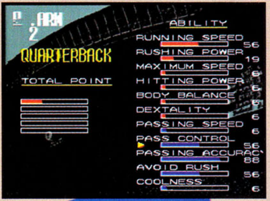


Tecmo Super Bowl 3: Final Edition





Still not finished, but getting closer, Tecmo Super Bowl III: Final Edition arrived at Pak Watch for a sneak peek. Even with features missing, it looks like a winner. The final game will include all the features that have made the previous Tecmo Super Bowl games so popular, like detailed season play using Manual, Coaching or Automatic control. (The best part about this option for many players is that they can set up league play with other football fans.) The ease of control also scores big in this version. New features include a create-your-own-superstar option—kind of a Dr. Frankenstein meets the NFL. One of the coolest things about custom players, however, is that they can grow up and improve after the season for use in future seasons. The battery-backed memory saves the player stats and improvements. Players can also pick their own play books and order their own lineups for their teams. If creating your own players isn't enough to build a winner, you can also get real NFL players from the Free Agency market. Tecmo includes both the NFL and NFL Players license plus the league's two new teams. Tecmo Super Bowl III looks better and sounds better than previous editions, as well. October is the month, but you can preorder your copy at some retailers.



RUNNING SPEED 56
RUSHING POWER 19
MAXIMUM SPEED 6
HITTING POWER 6
BODY BALANCE 6
DEXTALITY 6
PASSING SPEED 6
PASS CONTROL 56
PASSING ACCURAC 88
AVOID RUSH 56
COOLNESS 6

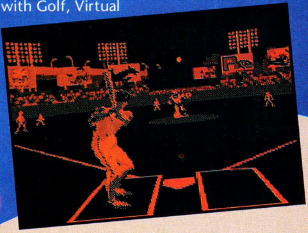
TECMO

PAK WATCH EXCLUSIVE

FIRST LOOK

VIRTUAL LEAGUE BASEBALL

Kemco's first Virtual Boy title, Virtual League Baseball, finally arrived in its completed, American form. Previously, we've only been able to show you the Japanese game. As you can see, the updated game looks far more realistic than its Japanese counterpart. The play is realistic, as well. Baseball fans will appreciate the control for batting and pitching. Infield defensive play control also shines. Teams are organized in three Continental leagues and include national teams from the Americas, Asia, and Europe. Along with Golf, Virtual League Baseball already proves that Virtual Boy is an ideal platform for realistic, 3-D sports games. Kemco should release Virtual League Baseball at the end of September or early October, and Power will cover it in a regular Virtual Boy review.

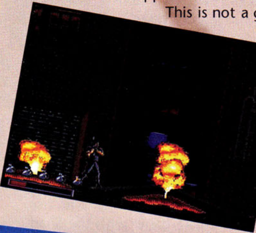


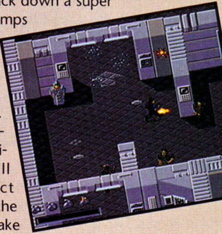
KEMCO

Demolition Man

acclaim

You may have forgotten about the movie by now, but Demolition Man for the Super NES will be memorable. Although the game began development at Virgin Interactive, Acclaim purchased the distribution rights recently and will add D-Man to their growing Super NES release schedule for this fall. October should be the month you'll find it in the stores. As for the game, it's a mix of awesome, side-scrolling action and less exciting, overhead action. The Stallone character, unthawed after thirty years in order to track down a super criminal, seems to be pretty warm in the first stage, where he bungee jumps out of a chopper and then off several buildings while his Uzi blazes. This is not a game for the weak of heart. Everybody gets shot and everything gets blown up. But if you like action, action is the name of this game. Unfortunately, the overhead perspective levels fall short of the quality we saw in True Lies. The small characters move stiffly and attract video fire from every thug on or off the screen. Sometimes, you just have to take what you can get, and Demolition Man has enough to make it interesting.



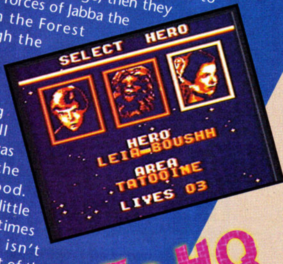


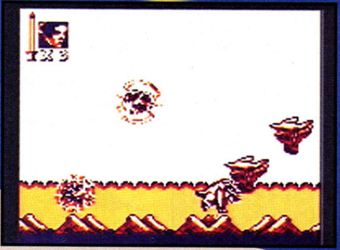
PAK WATCH EXCLUSIVE

FIRST LOOK

SUPER RETURN OF THE JEDI

A new Star Wars game for Game Boy just touched down at Pak Watch with great expectations. T•HQ developed Super Jedi for Game Boy using basically the same levels that Lucasarts designed for the JVC game, with the obvious exception of the Mode 7 stages. Players choose to use Leia, Luke or Chewie in each stage, then they run, jump, and attack the forces of Jabba the Hutt and the Empire on the Forest Moon of Endor. Although the development team at Black Pearl didn't include Super Game Boy enhanced features—something of a waste when all they needed to do was put in a starfield—the game still looks good. Play control suffers a little from slow reaction times and the challenge isn't nearly as great as that of the Super NES game, but Star Wars diehards will want to check it out when it's released next month.





T•HQ

MAKING NEWS

T•HQ sent us its latest copy of *Urban Strike*, which looks better every time we see it. In this new version, you aren't limited to a single chopper in a given theater of operations. For heavy blasting, you can use the Blackhawke, a second chopper to which you can transfer your crew. The graphics are better with every version, as well. **Mindscape** reports that *Monster Dunk*, its first Nintendo Ultra 64 title, is well under development. The game design includes funky characters and courts, as well. Some of the courts will have hands and other ghoulish traps like hands that suddenly reach out of the floor. *Super Bomberman 3* remains on the edge despite its popularity. **Hudson Soft** is not convinced that a third Super Bomberman game will sell well in the U.S. It's too bad, because any Bomberman game is a good game and SB3 has some fun innovations. The Bomberman series remains the best time four people can have with one Super NES. Here's a last minute list of new Pak Watch arrivals: *Jimmy Houston's Bass Tournament USA*, *Mortal Kombat 3* and *Mechwarrior 3050*. We'll take a closer look next month.

PGA TOUR INVITATIONAL

T•HQ packed five actual links from the PGA Tour into this Super Game Boy enhanced golf-o-rama based on the game from **EA Sports**. Summerlin, Sawgrass, Avenel, Woodlands and Scottsdale offer varied terrain and challenge for strategic golfers. Planning and setting up your shots requires knowledge of the game and the course, but *PGA Tour Invitational* gives you most of the tools that you need. A simple power and accuracy meter controls your swing, just like the EA Sports series of PGA games. Although controlling your shot tends to be easy, the courses themselves offer some realistic golf challenges. Tom Kite, Fuzzy Zoeller and a host of PGA regulars join in the fun during tournaments and skins matches. Pros and duffers alike will be hooked once they hit the links.

PGA TOUR® Invitational
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Unexpected Development
EA SPORTS
Black Pearl SOFTWARE

SHAQ FU

Shaq is back with another attack in **T•HQ**'s *Shaq Fu*, based on the game from Electronic Arts. In this tournament-style fighter, Shaquille O'Neil, NBA superstar, takes on a mob of frightening martial arts experts. Using the same characters as the Super NES game from last year, Shaq Fu is a showcase for Shaq, but his fighting skills are more limited than those of his opponents. Still, this Pak Watcher went through the entire game with the Shaq Man in about 15 minutes. Challenge? Not much. In the one-player game, you don't even have the option to play with anyone but Shaq. Shaq Fu plays better as a two-player match in the Super Game Boy enhanced mode, which takes full advantage of screen colors and borders. The fictional fighters include a sword-wielding mystic named Rajah, a jungle woman named Voodoo, a beast called The Beast, and three other characters plus Shaq. T•HQ should have this one on the shelves by October.

WAYNE GRETZKY HOCKEY

The "King" of the Kings makes his Super NES debut in an upcoming multiple-player hockey game from **Time Warner** Interactive called *Wayne Gretzky and the NHLPA All-Stars*. Although the game received at Pak Watch isn't finished yet, our initial impression holds out some hope for the final version. Graphically, the game uses large characters so you end up seeing less of the ice than in a game like **EA Sports**' *NHL '96*, but you seldom lose sight of the puck, either. Gretzky Hockey surprised us in several areas. The options include some cool

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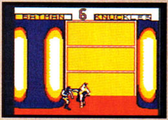
ways to pump up your team while the modes of play include the ability for players to join in a match even after it has begun. Of course, you'll need a multi-player adapter and some extra controllers to plug in. Wayne Gretzky and the NHLPA All-Stars should skate into stores later this fall, probably in November.

BATMAN FOREVER

The Boy Wonder and the Man Who Loves Bat Dancing join forces once again in **Acclaim's** upcoming *Batman Forever* for Game Boy. Based on the movie, the Dynamic Duo pursue The Riddler and Two-Face—one at a time—through four vertical and side-scrolling fighting stages where thugs offer little resistance and the biggest challenge is getting your bat toys to work properly. Probe really let the ball slip on this one. If you're a Batman fan, stick to the Super NES version of the game.



WHERE ARE THEY NOW?

Titus has a few new games up its sleeve, although it's anyone's guess when and if the titles will ever be released. Their best game ever, *Prehistorik Man*, has yet to come out, although it continues to be on the Titus schedule. The two new titles that may fall into the same bottomless well are *Incantation* and *Power Pigs of the Apocalypse*. Both action games look interesting, but along with *Whiz*, *Realm* and *Oscar*, they may remain mysteries forever. Rumors of the demise of *Star Fox 2* have been greatly exaggerated. Development of Nintendo's sequel to the hit 3-D space action game is finishing as we go to press. The big question mark is the release date, most likely in the first half of '96. The most recent versions of Star Fox 2 look very sharp and include a much more strategic feel, with radar windows and mother ships where you dock after a battle. Another delayed game is *Dirt Trax FX* from **Electro Brain**. This FX^2 dirt bike racer was scheduled for a summer release but never made it to the starting line. Electro Brain still hopes to publish Dirt Trax, though, so keep your eyes peeled. It's worth a look if it hits the track. And for all of you who have been wondering what's up with *Boogerman*, the good news is that the final version has arrived at Nintendo and the game is definitely scheduled for release this fall.

RELEASE FORECAST

Super NES

AAAHH!!! Real Monsters	**Fall '95**
Batman Forever	**Fall '95**
Big Sky Trooper	**Fall '95**
Boogerman	**Fall '95**
Breath of Fire 2	**Fall '95**
Civilization	**Fall '95**
Cutthroat Island	**Fall '95**
Demolition Man	**Fall '95**
Donkey Kong Country 2: Diddy's Kong Quest	**Fall '95**
Earthworm Jim 2	**Fall '95**
Frank Thomas: "Big Hurt" Baseball	**Fall '95**
Gargoyles	**Fall '95**
The Lost Vikings II	**Fall '95**
Mechwarrior 3050	**Fall '95**
Mega Man 7	**Fall '95**
Mega Man X3	**Fall '95**
Mortal Kombat 3	**Fall '95**
Mutant Chronicles	**Fall '95**
NHL '96	**Fall '95**
Pocahontas	**Fall '95**
Revolution X	**Fall '95**
Secret of Evermore	**Fall '95**
Tecmo Super Bowl III: Final Edition	**Fall '95**
Urban Strike	**Fall '95**
Wayne Gretzky and the NHLPA All-Stars	**Fall '95**
WildC.A.T.S.	**Fall '95**
Yoshi's Island: Super Mario World 2	**Fall '95**
Zoop	**Fall '95**

Virtual Boy

Jack Bros.	Fall '95
Virtual League Baseball	Fall '95
Wario Cruise	Fall '95
Waterworld	Fall '95

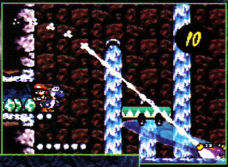
Game Boy

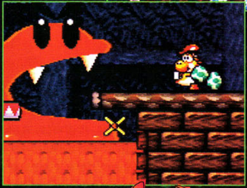
Aladdin	Fall '95
Defender/Joust	Fall '95
Earthworm Jim 2	Fall '95
Killer Instinct	Fall '95
Mortal Kombat 3	Fall '95
Return of the Jedi	Fall '95
Shaq Fu	Fall '95
Zoop	Fall '95

COMING

Volume 77 1995

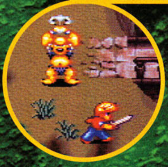
SUPER MARIO WORLD 2 YOSHI'S ISLAND™





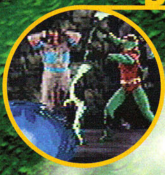
We gave you a taste of Mario's new adventure last month; next month we'll have an in-depth, 16-page review to celebrate the plucky plumber's tenth anniversary. And what a tasty treat this new title is! Feast on its juicy graphics and savor its many secrets in our next issue.

Secret of Evermore



Square Soft is putting the finishing touches on its eagerly awaited, made-in-the-U.S.A. RPG. How does it stack up against Square's other role-playing classics? You be the judge. October's preview will introduce you to a whole new cast of characters.

Batman Forever



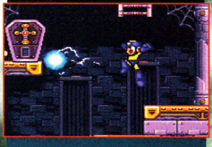
Holy circuit boards, Batman! We're back in Nintendo Power! Acclaim's latest action thriller for the Super NES comes hot on the heels of one of this summer's cinematic sensations. See the caped one in video action against the Riddler next month.

ALSO

Mega Man 7

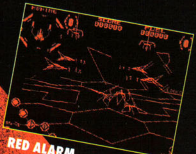
Vertical Force

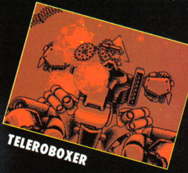
Civilization



GALACTIC PINBALL

MARIO TENNIS


RED ALARM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